

HIG4–02

Losing the War We've Won

A One-Round D&D LIVING GREYHAWK®
Highfolk Regional Adventure

Version 1.0

by Greg Marks

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The spring thaw brings the opportunity for a dangerous scouting mission to determine the fate of fallen Flameflower and the lost members of Court, but politics and the poor progress of war prevent the full allocation of resources. Heroes are needed to bring hope to the elves and all of Highfolk. A Highfolk regional scenario for heroic and stealthy PCs, APLs 4 to 12. Part three in the House Divided module series.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

The progress of the war against Iuz does not go well. Quaalsten is still besieged, the might of the elves in Flameflower has been smashed, the aid of Ironstead is questionable, and many of Highfolk's allies have withdrawn. It appears that within the year, Highfolk and all the free folk of the Vesve could be under the heel of the Old One.

In the summer of CY 593, adventurers carried a plea for aid from Quaalsten to the hidden capital of the elves (*HIG3-06 Brother Against Brother*). While there, they witnessed the invasion and destruction of the city at the hands of the wild elves (grugach) from the north. In the process of rescuing the commonfolk, the Lord of the High Elves and several members of the elven Court were lost or slain. The fate of many of them remains unknown. In the absence of Lord Kashafen Tamarel, Ixtacious Rellen was named Voice of the King while Tymir Menanine became Hand of the King. Those members of Court that survived that night took refuge with the other refugees in the Elven District of Highfolk.

During the winter of CY 593 the murders of several elves rocked the Elven District (*HIG3-08 The Evil Within*). Rumors abound of shadowy groups fighting a secret war in the night. While the true reason for the murders remains clouded, the fact that they were targeted against elves resulted in the Hand of the King, Tymir Menanine, closing the District to non-elves in the name of security. All non-elves have been evicted, paid a fair price for their homes, and the hours when non-elves may enter the District are strictly controlled. The friction between the residents of Highfolk town and the refugee elves of Flameflower has continued to rise.

Adventure Summary

Before the beginning of the event, each PC receives a message from an organization they are a member of, or gather a rumor on their own if they do not meet any of the requirements for the available player handouts. Each player receives only one handout, and if more than one player qualifies for a handout, chose only one to receive it and give a different handout to the other player.

Introduction. Watching the proceedings of the elven Court has become a common spectacle in Highfolk and the PCs are present to watch the latest session. Their seating varies with their status. The party has the opportunity to meet with each other or gather rumors from those NPCs present.

Encounter One. As Court begins, those present are updated on the progress of the War with the Old One. The recently installed Lord Octiven Hharp, who has claimed his rightful place as leader of Clan Krysalyn with

the death of his uncle Evnal Hharp (see *HIG3-06 Brother Against Brother*), moves that an expedition be sent to Flameflower to determine the fate of the city and the lost Court members. While many of the Court see it as a foolish expenditure of resources, it meets with strong popular support. Octiven asks for heroic volunteers. Assuming the heroes volunteer, Tymir Menanine and his son Quival who is captain of the Lord's Guard are to meet with the volunteers after the session to discuss the details.

Encounter Two. Tymir and Quival meet privately with the PCs and discuss the details of the PCs mission. Tymir is able to share more details of the war and the fall of Flameflower with the PCs. Tymir departs and Quival organizes a meeting with the PCs a few hours later at a warehouse where they will be supplied. He urges the PCs to keep their mission a secret. The PCs may gather more rumors and make any preparations they require at this time.

Encounter Three. The PCs arrive to meet Quival and he is not present. While waiting for him, they are attacked by agents of the Shadowclaw disguised as members of the Lord's Guard.

Encounter Four. As the fight ends, Quival arrives with other Lord's Guard members. He knows nothing of the attack. Any captured agents will claim Quival sent them, but he denies it. It is likely a tense situation, but there is little proof. Any captured thugs are taken into custody and the PCs are outfitted for their mission.

Encounter Five. As the PCs travel through the Vesve, they encounter Engert Wood, a halfling ranger, and his squirrel Squisha; both whom they may have met in the past (*HIG1-02 Deep in the Vesve*). Engert has some information about happenings in the wood. Parties traveling by unconventional means do not have this encounter.

Encounter Six. The PCs arrive in Flameflower and spend a large time scouting. Much of Flameflower is destroyed, but the growth of plants has occurred unnaturally fast. While there are grugach patrols, they are very few in number. The PCs do witness a number strange spirits. While the opportunity for combat presents itself several times, smart PCs will avoid it.

Encounter Seven. The PCs are able to locate the main grugach camp located on the previous site of Lord Kashafen's Mansion and it appears they have a prisoner: Talus Wintershale, the Loslain and leader of Clan Seldorian. An opportunity to rescue the prisoners presents itself and successful PCs are rewarded with not only the Loslain, but also several Shandareth nobles from the Isalos family. Once away from immediate danger, Talus is able to tell the PCs much of what has happened in the last months. Of most interest is that while he does not know the location of Kashafen Tamarel but the

leaders of the grugach and most of their army left Flameflower heading north just two days ago. He fears they may have gone after Kashafen and his party. He implores the party to follow them.

Encounter Eight. The PCs follow after the grugach only to find a horrible site. The PCs stumble upon a killing field where thousands of elves lie dead; however, roughly half of them have been dead for many years before fighting this battle. There are clues to the survival of Kashafen and his party to be found, as well as a combat with some of the undead here. It appears that the bulk of some force went west toward the elven heartland and the High Vale. However, the trail goes cold and the PCs possess a large amount of valuable information that must be gotten to the defenders of Highfolk.

Conclusion. The PCs return to Highfolk to make their report to the Court and are hailed as heroes for their rescue of the captives. It appears war is spreading, but news that Kashafen likely still lives gives the elves hope.

Introduction

Each PC receives a message from an organization they are part of, a person they owe a debt to, or they gather a rumor on their own if they do not meet any of the requirements for the available player handouts. Each player receives only one handout, and if more than one player qualifies for a handout, choose only one to receive it and give a different handout to the other player. If no PC qualifies for one of the special handouts (#1-#8), no one receives it. The DM should not give more than one handout per PC, and the handouts should be given out preferentially in the order they are listed.

- Player Handout #1: This handout is for those PCs that possess the Spider Token from *HIG3-06 Brother Against Brother* and did not redeem it to assuage their debt in *HIG3-08 The Evil Within*. Note that it requires the player to make a choice before reading the second part of the handout. If more than one PC possesses the token, choose an elf of Clan Volmiryth first, followed by any elf. This mission is considered a success if the PCs return the spirit trap to the Volmiryth with a wood sprite within, without reporting what occurred to any members of Court.
- Player Handout #2: Give this handout to a PC that possesses the regional meta-organization certificates Highfolk Gardening Society and Highfolk Traveling Circus. If no PC possesses both, give it to a PC that possesses only one. This mission is considered a success when the captures a doppelganger, does not allow the doppelgangers to be interrogated thoroughly (so who actually sent them becomes known to the Lord's Guard), and successfully

delivers at least one of the doppelgangers (alive or dead) to Rythen who waits for him near Old Bough. Those PCs that ask may make a Knowledge (nature) DC 5 check to know what a phasmida is. Phasmida are insects that disguise themselves as something else, such as a walking stick.

- Player Handout #3: Give this handout only to a PC that possesses the *Notice of Rowana Menanine* from *HIG3-06 Brother Against Brother*. If more than one PC has this notice, choose the PC with the highest Charisma. This mission is a success if the PC returns to Rowana at the end of the event.
- Player Handout #4: This handout is to be given to a PC that possesses the *Favor to Magliana* from *HIG3-01 As Luck Would Have It*. If multiple PCs have this debt, choose the PC you believe most likely to comply with Magliana's request. This mission is a success if the PC gets Tymir or Octiven to agree to take Magliana into service.
- Player Handout #5: This handout is to be given to a member of the Ancestral Copse Temple meta-organization. If more than one player is a member of this meta-organization give the handout to the PC who is the highest rank in the temple. If both PCs are of the same rank, the handout goes to the PC of the highest level. This mission is a success if the PCs rescue Talus Wintershale.
- Player Handout #6: Give this handout only to a member of the elven Clan Seldorian. If there is more than one PC, choose the PC of the highest level. This mission is a success if the PCs rescue Talus Wintershale. Some players may not be familiar with the Visarun, so an explanation is provided from the Clan Seldorian description: *Visarun*, the night of visions, is celebrated amongst the Seldorian the last night of Diamondice. On this night the members of the clan fast and spend the evening in quiet contemplation; often seeking visions in the flame of a single candle. The visions, when encountered, range from admonishment for the seeker's unelven behavior, to insight of the future.
- Player Handout #7: Give this handout only to a member of the elven Clan Moonbow. If there is more than one PC, choose the PC of the highest level. This mission is a success if the PC delivers the supplies to the hidden cache in the warehouse off the Lilyway.
- Player Handout #8: Give this handout only to a member of the elven Clan Krysalyn. If there is more than one PC, choose the PC of the highest level. This mission is a success if the PC volunteers for the expedition in such a way that makes Octiven look good to the public.

- Player Handout #9: This handout is to be given to a PC who does not meet the requirements for any of the other handouts.
- Player Handout #10: This handout is to be given to a PC who does not meet the requirements for any of the other handouts.
- Player Handout #11: This handout is to be given to a PC who does not meet the requirements for any of the other handouts.
- Player Handout #12: This handout is to be given to a PC who does not meet the requirements for any of the other handouts.
- Player Handout #13: This handout is to be given to a PC who does not meet the requirements for any of the other handouts.
- Player Handout #14: This handout is to be given to a PC who does not meet the requirements for any of the other handouts.

After all of the players have received one handout and had the opportunity to read it, continue with the read aloud text. Before the start of the adventure, players should not share their handouts with each other.

Highfolk is a land of simple farmers and woodsmen unused to the pomp and circumstance of a noble Court. Thus it is no surprise that many come to marvel at the strange daily proceedings of the elven Court now located in the Elven District. In addition to the unusual spectacle, the talk of Court is one of the best places to learn news of the invasion by the Old One.

Continue with this text for those who are not elves of Clan Shandareth or racial representatives to the elven Court.

It is for this reason that you that find yourself in the crowded gallery overlooking the floor. Well-dressed elves with an educated grace congregate upon the floor below you, waiting for the notables of Court to arrive and ascend to the dais at the head of the room. You are lucky today, as you have managed to get a place near the front against the rail, not far from the stairs that lead down to the main floor. Several others are pressed close to you.

Any PC that is an elf of Clan Shandareth or a racial representative to the elven Court receives this read aloud text.

Rumors and politics have brought you to Court once again. You sit on the main floor below the dais waiting patiently for the most important nobles of

Court to make their appearance and begin the session. You are fortunate today, finding a comfortable chair near the front of the nobles not far from a delegation of elves bearing the heraldry of Clan Krysalyn. Looking up, you note the masses, many of them non-elves, have already filled the gallery in anticipation.

Those PCs in the same area are seated close to each other and may introduce themselves. Any PC that wishes to may strike up a conversation with NPCs around them to learn of the current rumors. The NPCs do not need to be used if the PCs are not interested or if time is short due to convention play. Use the following examples, should the PCs wish to talk to an NPC:

Yalari Stallodel (Female high elf Ari2): Yalari is a young member of the Shadareth noble house of Stallodel and is seated on the main floor. She has come to Court, as she does everyday, because it is expected of a young woman of high birth. She is concerned about the plight of the elven refugees and has been organizing a group of like-minded women from her clan to gather and donate clothing to those displaced by the fighting. Any PC that seems interested will be propositioned for a donation.

Viilseria Harynis (Female half-elf Com1): Viilseria is barmaid at the Leaping Deer, an expensive elven tavern not far from Court. She has come to Court before working her shift to learn rumors about the invasion. Having grown up in Highfolk she has never seen the display of Court and it fascinates her. She has recently received a letter from a cousin of hers (Cherast Harynis) that lives in Verbeeg Hill. Cherast says that an army of several thousand Perrenlanders has marched through the Kershane Pass to aid Highfolk, but Viilseria worries that they mean occupy Highfolk and use it as a buffer state against the depredations of the Old One. She hopes to hear the Court speak on this matter and asks any PC that talks to her if they know anything. Viilseria is seated in the gallery.

Relger Hammerstrike (Male dwarf Exp3/Ftr2): Relger is boisterous dwarf with a taste for good ale and a straight game. Unfortunately, he is much better at finding the former than the later, and thus he is often explaining the disappearance of his purse to his stern wife, Mertia. Some PCs may have met him in *HIGA-03 Scavenger Hunt*. This day however he has come to Court as there is a rumor that more elven troops will be moving to the area near Highfolk and Ashenglade. If true, it may mean more work for the Hammerstrike clan and the smiths at Hammerstrike Goods. If so, Relger hopes to get the contract and impress his brother Utruk, who owns the store. He speaks of weapons, drinking, or gambling with any likely PCs. Relger is seated in the gallery.

Balmor Kenna (Male human (suel) Brd3): Balmor is a bard traveling from the Duchy of Urnst toward the Baklunish West. While passing through Highfolk he heard of the elvish Court and thought it an interesting thing to see. Balmor is quite the historian and is happy to discuss the history of the Suel or Bakluni peoples in as much depth as any PC wishes. He is also happy to question the PC on current events with the war. Balmor is also looking to visit a temple or shrine to Lydia, the Suel goddess of music, knowledge and daylight. While he will ask after one, none exist in the region. Balmor is seated in the gallery.

Falshea the Cat (Female half-elf Rog2): Court tends to attract two kinds of people, those with money, and those so awed by those with money that they have little attention for what little money they have. Falshea is young women, and also a member of a gang of thieves and vagabonds known as the Steel Doves. She has come to Court to scope out potential targets for robbery while claiming to be present to see the Court and its exhibition. She generally talks with her potential target, and then follows them home to see if they are worth robbing. She happily discusses any adventures the PCs may wish to tell her about; pretending to be awed by their stories of danger and treasure hunting (Bluff +7). All the while she asks questions about their gear, and what other treasures they may have found. She will not steal from a PC, deciding they are not worth the likely trouble. Falshea is seated in the gallery.

Halotheo Starshine (Male high elf Rng1): Halotheo wears simple woodland garb with the symbols of both Clan Krysalyn and Solonor Thelandira displayed. He is a spiritual man and is troubled by the stories of the grugach attack on Flameflower. He has come to Court to see what the nobles might say of the attack and the current state of Flameflower. Should the PCs have knowledge of the attack he questions them on it. Halotheo was most recently in Ironstead and knows that the temple to Hieroneous there is in the process of being rebuilt following its destruction last autumn. As he understands it, the temporary commander of Ironstead is a female halfling cleric of Istus who may have actually been involved in destroying the Hieronean temple. Halotheo may be seated in the gallery or on the main floor, as needed.

Once the PCs have had the opportunity to introduce themselves, or speak to a few NPCs proceed to encounter one.

Encounter One

The rear doors to the audience hall open and an unnaturally tall woman, whose head is encircled by motes of light, soundlessly walks out onto the dais.

As she takes her place near the front of the dais, her voice rings out filling the chamber, "Voice of the King, Ixtacious Rellen of Clan Shandareth, Master of House Rellen and Sword of the King, Tymir Menanine of Clan Shandareth, Master of House Menanine." Two high elves walk side by side through the double doors; followed by the rest of Court. The thin man on the right wears fine red robes emblazoned with the symbol of Shandareth. In his hand he carries a rose carved from darkwood. The larger man on the left wears a shirt of thin mithral mail and wears a thin elven blade at his hip. The blade bears a complicated and colorful enamel on the hilt and sheath. Both men, and the dozens of courtiers that follow, walk forward and take their seats on the dais.

After the men and their entourage have taken their seats, Ixtacious Rellen begins, "Would the Sword of the King please inform the Court of the current state of the incursion of the Old One upon our wood?"

Tymir Menanine calmly looks upon the assembled, "As you know, the winter has been relatively quiet. By the authority of our Lord Kashafen Tamarel I have redeployed the majority of our might that was along the border near the Plaguehold. While our forces still patrol the border, the Readyng thaw has allowed a portion of them to be sent north to Quaalsten to join with the elves who swear allegiance to the Knights of the High Forest. The bulk of the force has been recalled to defend the Court and the town of Highfolk. Conveniently, large space to house the troops was available in the nearby and largely empty town of Ashenglade."

"What of Flameflower?" a voice calls out from the crowd.

"At this time with the lack of information, we have not yet formulated a plan for the retaking of Flameflower."

The voice rises from the crowd seated on the floor and reveals itself as a young elven man, in the colors of Clan Krysalyn. "I believe the Court has the obligation to retake Flameflower. With the bulk of our forces in the south of the Vesve, the way is clear for the Old One to march on the Heartland and threaten the rest of the Clans."

Ixtacious, looking somewhat tired replies, "Lord Hharp, it is good of you to join us again, but as I have told you previously, we do not have the resources to focus on Flameflower at the moment."

Tymir joins him, "If we do not begin our defenses, we will not remain long enough to return. Your uncle understood his duty clearly enough."

"My uncle was a hero, but not a strategist. All your planning is fine, but what of action? What of our missing Lord and those souls brave enough to go with him? We cannot sit behind these walls waiting for the end to come! We cannot sit here putting out small fires, and fighting skirmishes. The time for true action has come. Your delays will doom those whose homes lie west of Flameflower. Should the grugach march now that Coldeven has come, it will not matter that you are now doing what you can to slow the advance of the Old One's hordes." Several murmurs of assent ripple through the crowd.

Tymir looks at the young Krysalyn lord, "Now is not the time. If your uncle still lived and your father had not dishonored himself with his marriage to that human, you would not even hold this seat. Learn from you elders Octiven and become a better man. Now is not yet the time."

"If the Shandareth say the elves cannot spare the forces to investigate the fate of Flameflower and our lost Lord, I call for heroic souls here to volunteer for such a mission." The young Lord Octiven Hharp of Krysalyn looks up to the gallery. "There are true souls here who have fought against the wild elves and forced back the Old One. If you cannot act, surely they will, and with the blessing of the Krysalyn." There is a silence from the floor and the gallery as those present look around them at those standing next to them.

Octiven Hharp, the new Lord of the Krysalyn, realizes that due to his age the other lords will not take him seriously. As such, he sees this is as an opportunity to make a play for the popular support of the people against the more ensconced lords; particularly the Shandareth. His support of this plan will help propel him to the forefront of elven politics.

It is now up to the PCs to volunteer themselves. Most PCs will have a reason to see this mission through; whether it is due to their past involvement, their heroic natures, or their thirst for adventure. Allow any PC that desires to rise up and make whatever speech is appropriate. This is an opportunity for them to be leaders in the region, and make a name for themselves. If the PCs choose not to involve themselves, then the adventure is likely over for them; as adventures are for heroes. Shy PCs will have a second chance, if they should choose to stay behind when the session finishes, and follow more vocal PCs to their private meeting.

Once the PCs have volunteered to go on this mission, continue with the read aloud text:

Ixtacious sighs, "While we do not have the resources to support this mission as it deserves, the Shandareth

and all the elves of course, support the goals of this undertaking. Those of you who have so graciously offered yourselves for the greater good of your fellows will not be forgotten. I ask the Sword of the King to meet with these volunteers immediately so that they may be on their way. Preserve and Protect adventurers, and may Corellon watch over you in this, one of our most dire hours."

The tall woman rises and speaks, once again her voice echoing unnaturally loud. "The public is dismissed. Long live Kashafen Tamarel, Lord of the High Elves and Protector of the Vesve. May his strength never falter."

As you wonder what you have gotten yourself into, several of the people around you clap you on the back or shake your hand, wishing you luck as they leave. Soon the great audience chamber is empty but for you and Tymir Menanine, with one member of the Lord's Guard standing behind him.

Unless some of the PCs wish to leave, proceed to encounter two.

Encounter Two

This encounter covers attempts by the PCs to gather more information about the state of Flameflower and what previously occurred there, as well as organizing the expedition to Flameflower.

Organizing the Expedition

Following the session of Court, the PCs have the chance to interact with Tymir and Quival Menanine to discuss the state of Flameflower. A brief description of each follows to aid in portraying them.

Tymir Menanine: House Menanine maintains the Houses of Shandareth as the rightful and eternal rulers of the Vesve. As the leader of House Menanine, Tymir is the champion of these beliefs. Appearing gruff and unyielding due to his quiet, patient nature, he is actually a very skilled politician who seeks the advancement of the elves above other races, the advancement of clan Shandareth above the elves, and House Menanine above the Shandareth. Since his appointment as Sword of the King with the disappearance of Kashafen, he is responsible for the elven military.

Quival Menanine: Son of Tymir and Rosisa Menanine, Quival is passionate about nearly everything, as he is happy to tell all that ask him, as well as many that do not. The arrogant heir to House Menanine dislikes non-elves and waiting, loves dueling and archery, and cares very deeply about any slight against his family, real or imagined. However, despite these character flaws, he is possessed of a great gift for leading men in battle and

his prowess on the field is well known. In spite of his young age, he has successfully won several small skirmishes with the Old One's troops. Since the fall of Flameflower, and the loss of Annugrial Stallodel, he has been named captain of the Lord's Guard by his father.

Tymir is able to tell the PCs the following details about the current state of the war and the fall of Flameflower, should they ask:

- During Goodmonth of CY 593 an army composed of the wild elves, fey, and animals invaded and sacked the elven capital of Flameflower. The bulk of the armies of the elves were in the east, and the magical protections of Flameflower do not function against elves.
- The defenses of Flameflower prevent scrying upon the lost members of Court, or the grugach occupiers. Magical questioning of the divine and failed scrying attempts suggest that the grugach are still present and that the members of Court known to have stayed behind, still live.
- To the best of the Court's knowledge, all of the magical defenses of Flameflower still hold.
- Tymir knows that the war progresses. The Old One's forces have been probing the Plaguehold border. His armies besiege Quaalsten, although the siege has been partially broken. Many bands of the previously unaligned humanoids in the north have been enslaved or turned to the cause of the Old One.
- The nobles of Court have no issue with Clan Krysalyn, but young Octiven does not understand the difficulties of planning this war. The Court feels it would be best to prepare for the likely onslaught by the Old One, rather than expend valuable resources looking for missing members of Court.
- Tymir has negotiated a treaty with Perrenland. The Perrenlanders can no longer stomach their non-aggression pact with the empire of the Old One and are looking for an excuse to aid Highfolk and safeguard the Ververdyva trade route that flows from them through the High Vale. An army of Perrenlanders and gray elves from the mountains crossed into the hills a few days ago. Soon the largest army in the world will join with the might of the elves near Ashenglade.

When the PCs are ready to discuss their mission, Tymir will explain what he, and by extension the rest of Court, expect of them.

- The PCs are to do all in their power to locate the missing members of Court: Lord Kashafen Tamarel, Enias Amastodel of Clan Moonbow, and Talus Wintershale, the Loslain, of Clan Seldorian. There

may be others who are assumed dead, that were instead captured. Any missing members of Court that can be located are to be rescued and returned to Highfolk. (Some PCs may note that other well-known personalities stayed behind as well, by Tymir does not consider their retrieval a priority.)

- Tymir recommends the PCs look near Kashafen's mansion. As it is in the center of the city, it is the most likely place for the grugach leaders to be. As for finding Kashafen, they might try the temple of Aerdrie Faenya, as it is at the edge of the city, and its large sculpted gardens would make it easy to see enemies approaching from a distance.
- The PCs are to evaluate the level of occupation and the defenses erected by the grugach. In addition, the PCs are to determine the extent of damage caused by the grugach. This information will be necessary if an attempt is to be made to recover Flameflower. The PCs should also attempt to locate any defenses the grugach have erected in the Vesve between Highfolk and Flameflower.
- If possible, the PCs are to locate and gather as much information as possible as to identity of the leaders of the grugach. If the opportunity presents itself, they may engage them, with the intent of disrupting the organizing leadership of the wild elves.
- If the PCs ask for supplies, they are told Quival will be in charge of outfitting them from the stores of the Lord's Guard.

After the PCs have had a chance to discuss the expedition to Flameflower, read or paraphrase the following:

"That should be all then. I have other business to attend to. Quival will see to your supply needs." Tymir rises from his chair and heads to the rear doors. He says without turning, "Good luck to you, adventurers," and then he is gone.

Quival turns to you, "You will meet me in four hours at the storage building behind the Lord's Guard barracks. I will have the supplies and mounts you will require prepared for you then. Do not be late and do not speak of this to others." With that, Quival also quickly rises, leaving you alone in the large audience chamber.

Development: Those PCs that receives Player handout #4 may attempt to convince Tymir to accept their "maid" Magliana into his household. Tymir is skeptical, especially as Magilana is human. It is up to the DM to consider the persuasiveness of the PC's argument. If the PC does well, Tymir may relent and agree to find a place with her as a servant to someone at Court; possibly in the Rellen Household.

The PCs have four hours to prepare themselves for the journey and gather their necessary belongings. It is approximately 2 PM. If the PCs are not interested in gaining further information, they may skip ahead to Encounter Three.

Speaking With Lord Octiven Hharp

Many PCs may wish to speak with the young Lord whose banner they have flocked to. Should the PCs try to catch up with him, he is currently shaking hands and speaking with townsfolk near the front of the audience hall.

Leaving the audience hall, you are able to see a small crowd just outside. Octiven Hharp, the lord of the Krysalyn is shaking hands and speaking with several townsfolk. There are many smiles on their faces as they thank the young lord for championing their point of view with the Court. He enthusiastically waves to you from his position at the bottom of the stairs.

Octiven waves the PCs over and publicly thanks them for their heroic gesture in volunteering. He is much the politician, appearing popular and pleasant in front of the crowd.

Should the PCs have some questions about his motives, or the particulars of what he hopes they accomplish, he will pull them aside to discuss the party's questions:

- ☛ Octiven was born to Lord Alstarr and Lady Salive Hharp in CY 545. After his mother died, his father stepped down from lordship of the clan to marry a human woman, Rowanwood Hharp. His uncle Evnal was named Steward of the clan until Octiven would come of age. Evnal died in the invasion of Flameflower during the summer of CY 593.
- ☛ Due to his young age, many of the noble lords do not appreciate Octiven's presence in the Court, but he feels he must speak for his people. (Bluff +10, while he may be speaking for the people, he also wishes to catapult himself to a position of prominence as well.)
- ☛ Octiven hopes the PCs will be able to rescue any captives held in Flameflower and bring them back to their families in the Elven District.
- ☛ Octiven is not much of an adventurer himself, but he wishes the PCs the best of luck, as they likely know more about these sorts of things than he does.

Development: Those PCs that receives Player handout #4 may attempt to convince Octiven to accept their

"maid" Magliana into his household. The young lord is only too happy to assist the brave adventurer's by doing this small deed.

Gathering Information

Some PCs may want to gather information before leaving on their mission. Feel free to role-play out these encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with, without rolling. For those rolling skill checks, members of an elven clan, the Knights of the High Forest or the Rangers of the Vesve meta-organizations receive a +10 to this roll. The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Assume rolling Gather Information costs the PC 3d4 gp in drinks and bribes and takes two hours. Depending on whom the PCs specifically approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

- ☛ DC 5: "Someone has to do something to get these elves back in Flameflower. They kicked everybody that wasn't an elf outta their homes in the Elven District. I'd say something, but if we complain too much, who's to say that Menanine fella won't take his soldiers and head off to Celene?"
- ☛ DC 10: "All of the communities and homes between Flameflower and Quaalsten have been burned. Between the wild elves and the rampaging humanoids flying the colors of Old Wicked, nearly half the Vesve is under the control of darkness."
- ☛ DC 15: "I was huntin' well south of Quaalsten a few weeks back and I saw some grugach. I hid, and they didn't see me, but I got a good look at them. There was something wrong about them and they way they moved, but the weirdest thing was the smell of rot. I think I'm gonna hunt somewhere else from now on."
- ☛ DC 20: "If I was going back to Flameflower, I'd be stopping by the Lilyway warehouses. I've heard all kinds of stories of merchants hiding their bags of gold in secret hidey-holes in those warehouses while fleeing the wild elves."
- ☛ DC 25: "There has been a decrease in the humanoid raids into the High Vale during the winter. What with all the fighting in the east and the lack of humanoid activity many are thinking of returning to their farms. The absence of a strong presence at Flameflower means there is an open route between the armies at Quaalsten and the lightly defended farming communities of the High Vale."

- DC 30: "I've been a servant of Ehlonna for many years now, young one, but I have not seen the wood like it is now. My family in the Lleyluna is connected to the fey and the nature spirits of the Vesve, but recently they have not answered my call. I have seen fewer of them than usual. It is a quiet that worries me."

Once the PC's are ready to meet with Quival and retrieve their supplies, proceed to Encounter Three.

Encounter Three

With night approaching, you prepare for your long journey to the lost city of the elves. Following the directions given to you previously, you quickly arrive outside the darkened armory building surrounded by several large trees. In the distance, you can make out the dim lights of the barracks of the Lord's Guard.

The Lord's Guard armory is located several hundred feet behind the barracks in a cluster of trees, to hide the ground-based building from disrupting the serene view of the district. The PCs have arrived according to the directions given to them by Quival. Unfortunately, he has been delayed and others have arrived to take his place. As the PCs arrive, there are no obvious lights, but the wide sliding doors (on noisy hanging rollers) are partially ajar. Not enough for a wagon to pass through, but a medium sized humanoid could walk through easily.

Creatures: Whisper, an agent of the Shadowclaw, has learned of the PCs' plan to meet with members of the Lord's Guard before going on a mission to Flameflower. She has no wish for the PCs to succeed, so she has called on two of her most valuable minions lay a trap for the PCs.

APL 4 (EL 5)

- ✦ **Bambuk:** hp 30; see Appendix One.
- ✦ **Shagul:** hp 30; see Appendix One.

APL 6 (EL 7)

- ✦ **Bambuk:** hp 47; see Appendix One.
- ✦ **Shagul:** hp 47; see Appendix One.

APL 8 (EL 9)

- ✦ **Bambuk:** hp 63; see Appendix One.
- ✦ **Shagul:** hp 65; see Appendix One.

APL 10 (EL 11)

- ✦ **Bambuk:** hp 79; see Appendix One.
- ✦ **Shagul:** hp 83; see Appendix One.

APL 12 (EL 13)

- ✦ **Bambuk:** hp 95; see Appendix One.
- ✦ **Shagul:** hp 101; see Appendix One.

Tactics: Before the arrival of the PCs, the doppelgangers have assumed the form of two high elven members of the Lord's Guard. Bambuk hides in the rafters, 25 feet above the door. Shagul hides behind a collection of crates to the right of the door, within 30 feet of the door. The ceiling is 40 feet high, although the rafters are only 25 up. The rafters are 8 inches wide (DC 10 Balance) for the purposes of moving. Bambuk is braced against a beam so he does not have to make a balance check if hit during combat. Should he be forced to from his position, he will have to make those rolls. At APLs 6 to 12, Shagul has used his wand of *snare* to create a magical snare just inside the door that if successful, will pull one of the PCs up into one of the trees located just outside the door (see map in Appendix Five). At APLs 8 to 12, both doppelgangers have drunk their *potions of invisibility* before the arrival of the PCs. Realizing the importance of their mission, and the violence that would be visited upon them if they fail, the doppelgangers do not surrender. The assassins do their best to ensure a maximum body count to make the success of the PC's mission unlikely.

Treasure: The doppelgangers have the following items, which the PCs may claim. If the Lord's Guard witness the PCs looting the bodies, they may wish to inspect the items and bodies for clues to their identities, but will allow the PCs to claim the equipment afterwards.

APL 4—loot - (44 gp), *+1 longsword* - (193 gp), *potion of protection from good* - (4 gp ea.).

APL 6—loot - (32 gp), *+1 longsword* - (193 gp), *+1 composite longbow [mighty +2]* - (217 gp), *potion of protection from good* - (4 gp ea.), *wand of snare (5 charges)* - (38 gp).

APL 8—loot - (32 gp), *+1 longsword* - (193 gp), *+1 composite longbow [mighty +2]* - (217 gp), *potion of protection from good* - (4 gp ea.), *wand of snare (5 charges)* - (38 gp).

APL 10—loot - (32 gp), *+1 longsword* - (193 gp), *+1 composite longbow [mighty +2]* - (217 gp), *potion of protection from good* - (4 gp ea.), *wand of snare (5 charges)* - (38 gp).

APL 12—loot - (32 gp), *+1 longsword* - (193 gp), *+1 composite longbow [mighty +2]* - (217 gp), *potion of protection from good* - (4 gp ea.), *wand of snare (5 charges)* - (38 gp).

Development: Should the PCs manage to capture one or both of the doppelgangers, they have limited knowledge of what is going on. They are able to read the PCs minds, so it is extremely unlikely that any non-

magical tricks or threats will be successful. As such, they will not answer any questions truthfully, unless magically compelled to do so, or the PCs are extremely clever. They will initially claim that they were sent by Quival Menanine to eliminate the interlopers who would go to Flameflower instead of a House Menanine sponsored party. If the PCs manage pry any information from their attackers, use the following to answer the PCs questions. If information is not included, the doppelgangers are unlikely to know the answer, unless it is common knowledge.

- Bambuk and Shagul are operatives for a being known as Whisper. They have never seen Whisper, but believe her to be female due to her voice.
- They were unable to read Whisper's mind.
- They are members of the Shadowclaw; a group of secretive Iuzian sympathizers. They take their orders Whisper.
- They have no regular meeting place or way to contact other members of the organization. They do not know any other members of the Shadowclaw, and have no information for finding them.
- At the order of Whisper, on the 19th of Sunsebb in CY 593, they assisted an elven man named Vilrithir who had been ordered by another member of the Shadowclaw named Riscot Gempetal to slay a Volmiryth woman named Indilia Zernea. They do not know what any connection between Whisper, Riscot, and Vilrithir, but Riscot Gempetal is now dead (events described in *HIG3-08 The Evil Within*).

After the PCs have defeated the doppelgangers, proceed to encounter four.

Encounter Four

"What is going here? What have you done?" Surveying the scene, Quival Menanine and four members of the Lord's Guard approach. "Why is it you adventurers must cause destruction everywhere you go?"

Initially the guardsmen assume the PCs are up to something, possibly having murdered someone. The number of elves in the party mitigates their attitude. The PCs may have some questions of Quival as well, as no one is supposed to know of their meeting and he is late in his arrival. Quival denies having sent the assassins, and tells the PCs it is likely their fault for not having kept their plans a secret. *"Who might you have told? Someone on the street? A serving girl? Adventurers are notorious braggarts."*

This may become a tense situation, but should not devolve into combat. While Quival will wittily insult non-elven PCs, he has no wish to battle any on them. Should the PCs attack Quival, the entire Lord's Guard will come to his aid, and members of Court arrive shortly thereafter. PCs unable to control their tempers find themselves arrested. Those that draw first and slay a member of the Lord's Guard have forfeited their own life. See the Player's Guide to Highfolk for more information about the legal system and appropriate punishments in Highfolk. The Lord's Guard will wish to question the PCs and any prisoners, and inspect the scene to determine the truth of what occurred.

Once the PCs have managed to explain themselves to Quival and the rest of the guards, they are outfitted directly from the stores of the Lord's Guard. Each PC may be LOANED the following items if they wish them (items used up, need not be returned):

- A mithral chain shirt (painted white)
- A pair of *boots of elvenkind*
- A *cloak of elvenkind*
- A light warhorse with tack and saddle
- A *potion of cure moderate wounds*
- A *potion of lesser restoration*
- Travel rations for two weeks

Once the PCs have loaded their gear onto their horses, they are free to leave. Quival recommends they leave immediately under the cover of darkness before more assassins find them. If the PCs choose to do something else, adjudicate based on the information provided in this scenario. They will not be able to meet with any members of Court for at least a day, due to other business they must attend to. However, some PCs may have meta-organizations that they feel may give them aid.

Development: Those PCs slain during Encounter Three may seek a *raise dead* spell. These are available in town from the Temple of Change (High Priestess of Atroa), Sacred Home of the Forest Mistress (Renae Wyned), Blessed Glade of the Protector (Our Lady of Dreams, here from the destroyed Ancestral Copse Temple). In addition to the normal cost, each spell requires an addition 3 Influence Points with that temple (or an additional 50 gp per IP). See the Player's Guide to Highfolk for more information on spell-casting in the Highfolk region.

Encounter Five

This encounter assumes the PCs travel through the Vesve via normal means. Should the PCs utilize magical means to arrive near the border of Flameflower (*fly, teleport, etc...*) they do not have this encounter at all.

It has been several days of travel, and at first, it was hardly perceptible, but the wood is different. The movement of armies had changed the Vesve over the last year. Game had become scarce, areas were clear cut or burned, and the whole forest was wounded. There is something different now. It started slowly, but as you have traveled, you noticed the plant growth is more than you might have expected, especially for early spring. There are more predators as well. The wood seems more alive, darker, more primal. The eerie feeling of the wood is abruptly broken by a cheery whistling on the path ahead.

The PCs have happened upon Engert Wood, a halfling ranger of Ehlonna that some PCs may have previously met three years ago (*HIGI-02 Deep in the Vesve*). He means the PCs no harm and walks up to them if they are visible.

🦄 **Engert Wood:** Male halfling Rgr5.

🦄 **Squisha:** Male squirrel Animal Companion.

The man, appearing to be a halfling, spots you, and waves you forward. "Cold iron avail you, friends! I believe I may have had the pleasure of meeting some of you before, but just in case, I'm Engert Wood."

After introductions are made, Engert asks the PCs why they are traveling through the wood, as it is not safe anymore. If the PCs would like to chat, he has some sweet cakes and could brew some brambleroot tea. It is cold, and some hot tea should warm them nicely. Engert has a good deal of information he can share with friendly PCs, and is happy to sit through the afternoon sharing stories if the PCs are amicable.

The following information can be gleaned from him in casual conversation:

- He really enjoys living here in the forest. He's spent most of his life here, and has helped to keep the area clean of foulness, although it has been harder as of late with the war. He has a small cabin southeast of here, on the road to Ironstead.
- Engert still adventures from time to time, usually with his cousin Logan, although not for nearly two years now.
- Logan still does a lot of adventuring with other halfling friends and family. Apparently, word has gotten to him that Logan and his band were set upon by bandits a few years ago, after his cousin last visited. Engert has heard that ever since, Logan's been acting really strange toward tall folks. He seems to dislike them greatly for what they did to his

band. He hopes it is just a phase he's going through (after all, Logan is still pretty young).

- Engert has a squirrel named Squisha. He tells everyone not to mind him too much; he's always begging for nuts.
- He lets the party know he's spotted some grugach activity (tracks, signs of small camps) in the area recently. Engert knows that the grugach have set up their camp inside Flameflower, but their patrols seem to be wide ranging.
- Engert has heard from some woodsmen that Perrenland is raising a large army and plans to engage Iuz in the Vesve. He's not sure if it's true, given that Perrenland has a non-aggression treaty with the Old One. If it is true, they could be of tremendous aid, as they have the largest army in the world.
- The forest has wildness to it, in this area that was not there last year. The growth of underbrush has increased greatly despite the earliness of the season, there are more predators hunting for food, and the winter has been especially mild, despite harsh winters in the lands surrounding the Vesve, such as the Shieldlands.
- Several druids have told Engert that the natural spirits that inhabit land have been absent or perhaps just silent. No one knows where the spirits seem to have gone.

Treasure: If the PCs treat Engert with respect and are generally friendly to him, Engert gives them something to take along, since the road ahead might be a little dangerous. He gives the party a small bag filled with vegetables known as brownleaf turnips. He says that they are very good, and possess healing properties. They must be cooked to bring out the medicinal properties, and taste much better that way. He only is able to find a few of them each year, and this year he managed to gather one for each of them.

All APLs—*Favor of Engert Wood:* As a sign of his friendship, Engert Wood has given you a brownleaf turnip. When cooked, a turnip will restore 1d4+1 hit points. This healing is not considered magical healing in any way, and the turnip must be served warm to receive the healing. If the turnip is not used within one year from the playing of this event, it has spoiled and is now useless.

Encounter Six

You push through the growing brush towards the borders of hidden Flameflower. A large owl sleepily regards you from a nearby branch, but otherwise you see no sign of the usual elven patrols or the

mysterious floating globes that once protected the borders. For the first time in your life, you silently pass into the lands of Flameflower without so much as a greeting from vigilant guards.

Quietly entering into the capital of the elves you witness the remains of the city that once was perhaps the most graceful place in the Flanaess. The brilliant, orchid-like crimson flowers, the flameflower that gives the city its name, are still present, but they are little more than green shoots just beginning to sprout. All of the wooden chalets that once graced the ground have been burned and their ruins overgrown with vines that are likely to flower soon. All of the slim tree houses, and the catwalks that connect them appear relatively untouched, and those that have seen damage, have been repaired.

It is quiet. It appears the grand city of the elves is deserted.

This encounter is relatively freeform. The PCs may explore as they wish, while doing their best to avoid the grugach patrols and other guardians. While several of these location-based encounters have the opportunity for combat, it is not the intent of the PC's mission to engage the occupiers. Theirs is a mission of stealth.

While describing the current state of Flameflower, it should be noted that wonder filled mood of the city has changed. No longer are their fluttering fey and moonlight dappled ponds where maidens sing softly. Now there are burnt ruins covered by wild vines. The paths are overgrown with bushes and high grass. Wolves prowl the night looking to catch a rabbit. The land is especially feral here.

Many of the party's choices will be based upon any special mission received by party members at the beginning of this event, or previous experiences by PCs in this module series. The PCs may go to all or none of the following places, but judges are reminded to be mindful of the time for events running in convention settings.

A. An Elven Tree-house

This small home stands silent amongst the leafless boughs of a stout oak. With no one to care for the home and its tree, several branches have grown through the windows. Entering into the home, it is clear that this home has been thoroughly searched. Clothes are strewn about and the furniture is overturned, but there is no sign of the fire that seems to have ravaged much of the ground buildings.

Noting that it appears that very few of the tree-houses have been burned, curious parties may choose to investigate some of them. Those few that have been

burned are always near signs of other fire, such as homes burned on the ground. The homes have been roughly searched. Many intact homes that are investigated by PCs show some signs of violence. In half of such homes, a DC 5 Search check locates dried blood. None of the homes contain bodies however, and none are home to any of the grugach occupiers.

B. The Ruins of a Burned Chalet

One charred wall still stands, marking the border of what was once a beautifully carved wooden chalet. Woody vines grow from the soot-scarred ground to hang across fallen timbers. Green shoots sprout here and there, and a small rabbit wrinkles its nose at your approach and hops into the underbrush. Where just a few months ago there was a home, there is now little more than ashes and the rapid growth of plants.

Nearly all of the buildings built upon the ground have been burned. Now plants grow amongst their fallen timbers. Any PC making a Knowledge (nature) DC 6+APL will notice that the amount of growth that has occurred since the destruction of the building does not seem possible. If the PCs choose to search the ruins, they will find nothing of interest. Of particular note, there are no remains left behind from the previous owners.

C. The Temple of Aerdrie Faenya

You approach the temple to Aerdrie Faenya; goddess of Air, Weather, and Fertility. The temple appears to be little more than an open-air shrine filled with statues of women and birds, spread throughout elaborate gardens. While walls with vaulting entrances surround the central area, there is no roof to shield parishioners from the elements. The sculpted gardens have gone wild and are not recognizable, but for the feral plant growth that seeks to consume the many statues. The temple seems otherwise untouched since you last saw it.

Some PCs may wish to inspect the site of the exodus from Flameflower. Nothing has changed here, and anyone that possesses a planar fork keyed to the elemental plane of air can still activate the teleportation circle by striking it on one of the statues that mark the circle in the center of the temple. Those PCs who participated in *HIG3-06 Brother Against Brother* and are capable of casting *teleport*, may use that spell to arrive here from outside the city. Consider the circle within the temple as "viewed once" for purposes of error.

D. The Lilyway

The Lilyway, the main thoroughfare that connects the commercial areas of the city to the temples, widens into a large plaza near the center of the city. The

great plaza is a wide area surrounding a fountain crowned by a marble statue depicting an elven maid handing a bouquet of lilies to a small elven girl. Oddly, the four warehouses that surround the plaza are untouched by the fire damage seem elsewhere. The cobblestones of the great plaza are hard to see however, as green shoots have grown up between the carefully laid stones, and have spread their green leaves wide.

The Lilyway is now awash in fresh green. A Knowledge (nature) DC 10 will identify the plants as an early lily that has not yet bloomed. The PCs will never find any grugach in this area, as they avoid it.

Should the PCs simply move through the plaza, they will be unmolested. However, should they linger, there is a danger. Quillathe Niathihel of clan Bælath'sinoth haunts this plaza as a ghost. In years past, her presence was rarely felt, but the massacre that occurred here last year has focused her attention on this world far more than usual.

She has no reason to interact with PCs moving through the plaza or into one of the surrounding warehouses (as recipients of Player Handout #6 may wish to do). Those PCs that enter the warehouses that flank the Lilyway will note that they seem relatively untouched. Since the invasion of the grugach, the wild elves have had no reason to enter these large buildings. The fact that they still stand free of fire damage is due to the presence of Quillathe, and may peak the curiosity of observant PCs. A PC searching the northeastern warehouse (Search DC 15+APL) will locate a hidden trapdoor underneath an empty crate. Below the trapdoor is a 5'x5'x5' area used in previous days by members of clan Moonbow to smuggle weapons out of the city. Currently the space is nearly empty, but there are ten quivers of arrows under some blankets here. A Survival (Tracking, DC 19) reveals that a medium sized booted creature was here a few days ago. It appears they retrieved some of the arrows before leaving.

Creatures: Quillathe spends most of her time residing inside the statue of her, or on the ethereal plane, lost in dreams of her past. When creatures pass through the plaza, they do not gain her attention unless they linger or inspect the statue that ties her to the material plane. Even then, she takes note of the creature or creatures and does not manifest unless they stay within the plaza or are destroying her precious lilies.

All APLs (EL)

☛ **Quillathe Niathihel:** Hp 61; see Appendix One.

Tactics: Quillathe does not particularly wish harm to anyone, but she possesses a tenuous hold on her sanity since her death. Her attention wanders easily, and her memory rarely holds from moment to moment. If someone appears to know of her presence, and sits quietly in the plaza, she may manifest to speak with them and offer them lilies. Should someone harm the plants that she tends, she will manifest and ask them to leave. If that fails to remove the intruder, she will lead off using her *frightful moan* and *telekinesis* abilities. Persistent PCs will suffer her *draining touch*.

Development: Quillathe is tied to the plaza because the people of Flameflower remember her sad story due to the statue of her. Normally she rests somewhat peacefully, but the massacre during the summer of CY 593 woke her. Should the PCs succeed in destroying the marble statue (hardness 8; hp 180; AC 5) of Quillathe that serves as focus of her memory in Flameflower, she cannot use her *rejuvenation* ability.

E. The House Rellen Compound

Where once there stood one of the most beautiful homes in all of Flameflower, there are now several large trees with healthy undergrowth surrounding them. No sign of the large home, nor any of its several out buildings, remain.

Some PCs of House Rellen may wish to check on the status of their own home. Unfortunately, there is no sign of it. A DC 10+APL Search check reveals signs of fire, but once again, it is hidden by the unnatural growth of plants. Those that choose to dig in this area will be able to locate the burned timbers that used to support the walls and roof of this large home.

F. The Ancestral Copse Temple

The Ancestral Copse still stands, its elegantly carved walls still hidden behind the ancient grove of trees sacred to the elves. It is the first building on the ground that you have seen fully intact. It appears that despite the wild elves willingness to burn the other buildings, they were unwilling to do so in this case. There is a new addition however. Hundreds, maybe thousands, of grave markers, break the quiet shade of the trees. While each marker is unnamed, freshly planted flowers are beginning to bloom next to each.

There are several points of interest to be found at the Ancestral Copse. The first is to note that the temple is now surrounded by roughly one thousand graves. Should the PCs go so far as to dig up several of the graves, they are a mix of high and wild elves; all buried following the invasion. It is clear that all of them have undergone elven burial rights (a DC 5 Knowledge: religion check

will confirm the rites are common to the Seldarine), as the bodies have been cleaned and wrapped in funeral wrappings.

The second bit of interest is the complete lack of damage to this building. The grugach have gone so far as to care for the plants in this area, instead of causing things to grow wild like in other areas.

Perhaps the most important thing can be found inside. Should the PCs bother to go inside, they can see that the temple does not seem well used in the last year, but has certainly been cleaned since the fall of the city. Most of the antechambers appear to have been emptied, although a few pieces of furniture remain. Should someone have cause to Search the altar (DC APL 15+APL) they may find a secret compartment. Inside, instead of the gold some may hope to find, there is a book. The book details the holy words of the Seldarine and is similar to most religious works focusing on the Seldarine the PCs may be familiar with, however this book contains the prophecies made by the High Priests of Sehanine Moonbow since the founding of the temple.

Treasure: Should the PCs think to search the altar, they can retrieve the writings hidden there.

All APLs – *The Augury Octavo*: This book, whose pages are made by folding a sheet of paper three times to form eight leaves, detail the holy words of the Seldarine and are similar to most religious works focusing on the Seldarine. However, these contain the prophecies made by the High Priests of Sehanine Moonbow since the founding of the temple written in a complex cipher. The PC must spend 2 TUs decipher this tome. If the PC does so, the DM will write a password here _____, which the player will use when contacting the Highfolk POC to receive a document with the important prophecies. Frequency: Adventure, 50 gp.

Development: Note that the Ancestral Copse is within site of Kashafen's Mansion. While the two are not immediately next to each other, those making a large commotion in the temple may attract the attention of the grugach in Kashafen's gardens. A patrol (see "I. Random Patrol" below) might be sent to investigate.

G. Kashafen's Mansion

Should the PCs investigate Kashafen's mansion, move to Encounter Seven.

H. Spirits of Nature

At some point while traveling through Flameflower the party should participate in this encounter; especially if one of the PCs was given player handout #1.

Catching your breath behind the burnt remains of a wall, movement catches your eye. A woman not taller than a halfling emerges from a pair of bushes.

Wearing a dress made of green leaves, she looks much like an elf with skin like the bark of a hickory tree. She looks back towards the bushes she just passed through and shakes her head. "This just won't do," she says to no one in particular as she begins waving her hands. Moments later, the bushes, and the indeed all the plants for several hundred feet, grow as if several seasons had passed. Smiling to herself, she turns to walk away.

The PCs have encounter one of the many fey nature spirits (see Appendix Two for more on wood sprites) that now populate Flameflower since the exodus of the high elves. Mindria the wood sprite is doing her best to make Flameflower look more like she believes it should, and in her mind, that means plants; many more plants.

Should the PCs make themselves visible in order to parlay with Mindria, she is initially nervous unless they appear to be grugach. Regardless, she is generally friendly, if a bit shy, and can be convinced to talk to the PCs if approached in a pleasant manner. If coaxed into talking, she may share the following:

- ☛ Mindria is confused as to who the PCs actually are, since they clearly are not like the elves that live in this place.
- ☛ The Sleeper Under the Earth called Mindria here. She does not know much of that being other than it is truly powerful and wills her here. Many fey have answered his call.
- ☛ She has not spoken with many here, but all the elves seem to care for plants a great deal. That pleases her, and so she makes the plants grow more.
- ☛ She is just one of many similar fey/nature spirits that have come in the last few months. Both Seelie and Unseelie are, but Mindria is of the Seelie. Since the gate to her home, a place called Twilight Keep, has been left open by an oath sworn by the lord of that place, many fey have heard the call of the Sleeper.
- ☛ Mindria does not wish to leave this place for any reason. Nor will she believe that the grugach have done any harm, as she has seen no proof of it. While the PCs may seem pleasant enough, the grugach have shown themselves to be concerned guardians of nature.
- ☛ Mindria knows that there are other spirits in the vicinity. There are dozens like her in the city, bringing back the wild. She also knows of another spirit in the large stone plaza filled with lilies, but that spirit spends most of its time sleeping. The true danger is the dark spirits that hide at the edges of reality. The Sleeper Under the Earth keeps them from entering the city, but they flit at the edges. Mindria fears them.

- She does not know anything about any non-grugach elves that may be in the city.
- A DC 10 Knowledge (local) or Knowledge (nobility and royalty) identifies the clan and family of the heraldry that she wears. Elves native to the Vesve succeed automatically.

Creature: Mindria does not wish to fight anyone, but one never knows what may happen. She tries to avoid being surrounded at all times; making certain she has a clear escape route. Should the PCs attack her, it will likely be a very short combat.

All APLs (EL 1)

◆ **Mindria:** Hp 3; see Appendix One.

Tactics: In the rare chance that the PCs begin a combat, Mindria attempts to use her *entangle* spell-like ability to slow PCs down and escape using *treestride*.

Development: Should PC attempt to use the Volmiryth spirit trap upon Mindria, they must attempt to beat her SR. If successful, they see her sucked into the box, which promptly slams shut and emits a faint glow afterward.

I. Random Patrol

While the PCs are hiding in Flameflower, there are few grugach visible when the PCs are not in the immediate area of Kashafen's mansion. There are a few patrols however, and the party should remember that they are in an occupied city.

This encounter is provided for the judge to motivate PCs or for parties that are not challenged. This encounter is also appropriate if the PCs cause a commotion that requires someone to investigate. Note as there is no XP for this encounter, it is entirely optional.

Three elves covered in body paints and wearing dark furs move cautiously down the path. They appear to be looking for someone or something.

Creatures: There are several grugach patrols moving through the city, but they have no regular pattern or frequency. Should the party attract the attention of one, this patrol is provided as an example.

APL 4 (EL 4)

◆ **Grugach Warrior (3):** Hp 18, 20, 22; see Appendix One.

APL 6 (EL 6)

◆ **Grugach Warrior (3):** Hp 26, 28, 30; see Appendix One.

APL 8 (EL 8)

◆ **Grugach Warrior (3):** Hp 41, 43, 45; see Appendix One.

APL 10 (EL 10)

◆ **Grugach Warrior (3):** Hp 55, 57, 59; see Appendix One.

APL 12 (EL 12)

◆ **Grugach Warrior (3):** Hp 80, 82, 84; see Appendix One.

Tactics: The patrol members shout an alarm upon seeing the PCs. They attempt to use their superior speed with two of the warriors moving around the sides to attack weaker spellcasters while one grugach uses his bow against distant or flying PCs. Well aware of the skill of elven archers however, archer PCs are targeted, as the grugach make use of their Improved Sunder feat to eliminate these threats.

Development: It is likely that PCs will attempt to interrogate captured grugach for information. While his attitude is likely to be somewhat hostile, the grugach can tell the PCs some information. The answers are the same should the PCs use a *speak with dead* spell upon a slain foe. In all answers, the grugach says as little as possible, and then only in elven. Use the following as a guide while answering the PCs questions.

Q: "Who are you?"

A: "I am Bearhunter of the Grugach."

Q: "Why did you attack Flameflower?"

A: "We must cleanse the land of the betrayers."

Q: "Who are the betrayers?"

A: "Those who betray the true elven way by living in houses and building roads. Those who are not of the blood."

Q: "Who sent you?"

A: "Solonor Thelandira"

Q: "Why do you say Solonor Thelandira sent you?"

A: "He appeared to me, as he did to all my brothers, and told us of his will. We will drive the betrayers from the wood in his name."

Q: "Why do you avoid the Lilyway plaza?"

A: "The unrestful spirit does not need our help to return the land to its natural state."

Q: "Where are the rest of your forces?"

A: "They have gone, but that is not my path. I stay here."

Q: "Where are you leaders?"

A: "Look to the raised garden behind the shining hall."

Q: "What happen to Kashafen?"

A: "The ghost? He continues to elude our eyes. That one has the warrior's spirit but he to has lost the way and must be cleansed from the wood of our forefathers like the others."

Any attempts to convince the grugach that it was not the divine avatar of Solonor Thelandira who sent them utterly fail. The grugach feel divinely inspired and fully justified in their mission.

Treasure: Should the PCs think to search the bodies of the grugach, they can retrieve their gear.

APL 4 – loot- (105 gp).

APL 6 – loot- (108 gp).

APL 8 – loot- (108 gp), *potion of cure moderate wounds* (25 gp ea.).

APL 10 – loot- (108 gp), *potion of cure moderate wounds* (25 gp ea.).

APL 12 – loot- (108 gp), *potion of cure moderate wounds* (25 gp ea.).

Encounter Seven

The PCs arrive at this encounter when they approach the remains of Kashafen's mansion and gardens in the center of the city. The read aloud text assumes the PCs approach cautiously and observe from a sheltered distance.

All delusions of Flameflower being a ghost town are driven away once you see what were once Kashafen's elegant gardens. A small village of tents has sprung up and a large bonfire burns atop the veranda where large sculpted hedges used to stand. Dozens of elves are visible moving between the tents and cook fires. It appears that a cage large enough for several people has been constructed upon the raised veranda near the bonfire. Two large tents flank the fire, and several grugach appear to be speaking with someone inside the cage. The large wooden mansion behind is gone.

That is all the PCs can see from the cover of the many overgrown bushes that surround the site of the ruined mansion. It should be clear that an assault without further information would be suicide. Those PCs that choose to attack without gather further intelligence

should encounter a patrol like that above, followed by the creatures shown below three rounds later. Another patrol arrives every two rounds until the PCs flee, are slain, or slay 96 elves.

Wiser PCs will attempt to move to a better position and learn more. The DM is encouraged to call for some hide/move silently rolls. The dialogue below assumes that at least one PC is capable of speaking elven. If that is not the case, the DM will have to adjust the text as appropriate. The words given in elven are defined in Appendix Ten.

From your new vantage point, you can see more clearly. There is a commotion near the head of the camp. A group of grugach are chanting around a mound of earth that rests between the large bonfire and the cage. Four captives can be seen within the cage; one of them is standing, garbed in the vestments of a cleric of Corellon. A large wild elf emerges from one of the tents and approaches the wooden cage. "Now you will see the power of our faith, lost one. Behold the blessings of the Seldarine!"

With that proclamation he turns and withdraws a glowing stone from furs. At first there is nothing, but slowly the mound of earth begins to stir. A paw takes shape, followed by another, and then ursine head rises up behind them the height of three men; and then the roar. It shakes the ground even where you stand. In the silence that follows, there is only the laughing of the large elf in furs. "Only the true followers of the Seldarine would be given such a power over the land, lost one, and now you see the truth."

"I see only mad ravings of a fool, Tarec'sal," the elderly cleric of Corellon answers.

"Say as you wish my friend, but our god has appeared to us once again. Why does he not speak to you? I tell you why, because you have fallen from the true way and displease the Fathers." The elf in furs turns to huge earthen bear and continues, "Har'dro Ilharn, the time is at hand. We march to meet our Lord, but before I return you to your slumber, I require that you bring forth guardians."

The rumbling voice of the bear that answers is deeper than the Nyr Dyv, "I already guard this land Abbil Tarec'sal."

"You guard this land from the forces of the lost ones that have not yet come, but I require more to watch those that we leave behind."

"As you wish Abbil Tarec'sal." The creature raises one paw toward the sky and a second earthen bear, this one smaller than the first, rises from the ground. "It is done." And with that, the earth collapses to the ground; a large mound of earth.

"Now the time has come for our reward!" The grugach begin striking their camp.

The PCs have witnessed an extremely powerful being, the Sleeper Under the Earth, Har'dro Ilharn. This Spirit of the Land has long slept under Flameflower, and in fact, many of the defenses of Flameflower tap into his power. It is this drain that tires him. However, with the departure of the high elves, the grugach have gained control of him via a magical device bestowed upon them by their patron deity.

Assuming the PCs wait approximately fifteen minutes, the majority of the grugach leave and head north out of the city, including Tarec'sal. While it is clear that some leave to patrol the area, only a handful remain to guard the prisoners.

Development: Should the PCs choose to attack the Spirit of the Land while he is present, use the statistics in Appendix Two. Such foolish PCs will likely not survive. Tarec'sal flees any such combat, but the PCs are attacked by a patrol like that above, followed by the creatures shown below three rounds later. Another patrol arrives every two rounds until the PCs flee, are slain, or slay 96 elves.

Creatures: One of the chanters, two guards, and an earthen bear stand guard over what was once the grugach camp and the few prisoners that remain. The four NPCs held captive in the cage will attempt to avoid combat. However, should things appear difficult, Talus will call to PCs that are injured and attempt to heal them. He tries to avoid casting combat effective spells as they may attract attention by the jailors, making him and the other captives legitimate targets.

The site of the ruined mansion is on a hill, with the raised veranda where the prisoners a raised flat area that goes from eight feet high to flush with the hill.

Note that each encounter level is calculated at -1 EL due to the PCs ability to ambush the jailors and Talus's healing.

APL 4 (EL 7)

- ☛ **Gúlam:** Hp 37, See Appendix One.
- ☛ **Grugach Guard (2):** Hp 20, See Appendix One.
- ☛ **Large Earth Elemental:** Hp 68, See Monster Manual, p.97.

APL 6 (EL 9)

- ☛ **Gúlam:** Hp 47, See Appendix One.
- ☛ **Grugach Guard (2):** Hp 36, See Appendix One.
- ☛ **Huge Earth Elemental:** Hp 152, See Monster Manual, p.97.

APL 8 (EL 11)

- ☛ **Gúlam:** Hp 52, See Appendix One.
- ☛ **Grugach Guard (2):** Hp 50, See Appendix One.
- ☛ **Greater Earth Elemental:** Hp 199, See Monster Manual, p.97.

APL 10 (EL 13)

- ☛ **Gúlam:** Hp 60, See Appendix One.
- ☛ **Tundyr, planar cohort:** Hp 50, See Appendix One.
- ☛ **Grugach Guard (2):** Hp 64, See Appendix One.
- ☛ **Elder Earth Elemental:** Hp 228, See Monster Manual, p.97.

APL 12 (EL 15)

- ☛ **Gúlam:** Hp 72, See Appendix One.
- ☛ **Tundyr, planar cohort:** Hp 52, See Appendix One.
- ☛ **Grugach Guard (2):** Hp 80, See Appendix One.
- ☛ **Elder Earth Elemental, Advanced:** Hp, See Appendix One.

Tactics: Before the start of the combat, both Talus and Gúlam. Gúlam has cast *magic vestment* upon his breastplate at APLs 4 (for a +1 AC) and 6 (for a +2 AC) and upon his buckler at APLs 8 to 12 (for a +2/+3/+3 AC respectively). These bonuses are not included in the statistic blocks. Talus has precast *status* upon himself and *endure elements: cold* upon himself and the other three captives.

The earth elemental appears like a bear, but it still fights like an elemental. It charges the nearest ground-based target and attempts to pummel it. The guards attempt to target one of their favored enemies, while blocking the passage of enemies to Gúlam. Gúlam attempts to remove himself from combat whenever possible to make it possible to summon more combatants to attack the PCs. After summoning, he uses his spells (quicken where appropriate) to enhance his summoned creatures along with the rest of his allies. At those APLs where Tundyr is present, he stays near Gúlam to intercept enemies. Once this is no longer necessary, he moves to target troublesome PCs. Note, at APL 12, should the PCs attempt to negotiate peacefully, it is likely that Tundyr (due to his alignment) will not participate in the combat unless the PCs attack first.

Treasure: Should the PCs think to search the bodies of the grugach, they can retrieve their gear.

APL 4 – loot- (113 gp), *cloak of resistance* +2 - (333 gp).

APL 6 – loot- (163 gp), *cloak of resistance* +2 - (333 gp), *potion of shield of faith* +2 - (4 gp ea.).

APL 8 – loot- (90 gp), *cloak of resistance* +2 - (333 gp), *potion of shield of faith* +2 - (4 gp ea.), +1 *greataxe* -

(193 gp ea.), +1 breastplate - (113 gp), elixir of vision - (21 gp).

APL 10 – loot- (90 gp), cloak of resistance +2 - (333 gp), potion of shield of faith +2 - (4 gp ea.), +1 greataxe - (193 gp ea.), +1 breastplate - (113 gp), elixir of vision - (21 gp), dark blue rhomboid ioun stone - (833 gp).

APL 12 – loot- (90 gp), cloak of resistance +2 - (333 gp), potion of shield of faith +2 - (4 gp ea.), +1 greataxe - (193 gp ea.), +1 breastplate - (113 gp), elixir of vision - (21 gp), dark blue rhomboid ioun stone - (833 gp), meta-magic rod: enlarge - (917 gp).

Development: It is likely that PCs will attempt to interrogate captured grugach for information. The answers given below assume the PCs have captured Gúlam. If they have captured one of the guards, use the answers from Encounter Six. Gúlam's attitude is likely to be somewhat hostile, but he can tell the PCs some information. The answers are the same should the PCs use a *speak with dead* spell upon him. In all answers, he says as little as possible, and then only in elven. Use the following as a guide while answering the PCs questions.

Q: "Who are you?"

A: "I am Gúlam, chosen of Solonor Thelandira."

Q: "Why did you attack Flameflower?"

A: "We must cleanse the land of the betrayers."

Q: "Who are the betrayers?"

A: "Those who betray the true elven way by living in houses and building roads. Those who are not of the blood."

Q: "Who sent you?"

A: "Solonor Thelandira"

Q: "Why do you say Solonor Thelandira sent you?"

A: "He appeared to me, as he did to all my brothers, and told us of his will. We will drive the betrayers from the wood in his name."

Q: "Why do you avoid the Lilyway plaza?"

A: "The unrestful spirit does not need our help to return the land to its natural state."

Q: "Where are the rest of your forces?"

A: "They have gone, but that is not my path. I stay here. They travel to the north."

Q: "Where are you leaders?"

A: "The have traveled with the rest of our people where our Lord calls us. They will lead them to their reward."

Q: "What happen to Kashafen?"

A: "The ghost? He continues to elude our eyes. That one has the warrior's spirit but he to has lost the way and must be cleansed from the wood of our forefathers like the others. We have not been able to find him, but our Lord will stop him."

Q: "Who/What is the Sleeper Under the Earth?"

A: "He is the spirit that is this land. Those of the lost way had forgotten him, but our Lord Solonor Thelandira has united us with him."

Q: "Who is Abbil Tarec'sal?"

A: "Tarec'sal is our chief. Solonor Thelandira speaks to him more than any of us, as he is truly blessed by the Seldarine."

Any attempts to convince Gúlam that it was not the divine avatar of Solonor Thelandira who sent him to Flameflower utterly fails. The grugach feel divinely inspired and fully justified in their mission.

The Prisoners

Once the PCs move to free the prisoners, continue with the read aloud text.

As you approach the wooden cage, the four captive look at you expectantly. One is the tall and haggard looking cleric of Corellon, but behind him are three more, two men and a woman, wearing what were once fine clothing. One of the men bears a familial resemblance to the woman.

"Well fought adventurers. I am the Loslain, Talus Wintershale. These are my companions, Urrai Isalos, his sister Sata Isalos, and her husband, Ruzel Isalos. We are most grateful for your rescue."

The PCs have rescued the Loslain, Talus Wintershale, head of the Seldorian clan, along with three members of the Shandareth noble House Isalos: Urrai, his sister Sata and her husband, Ruzel. The PCs likely have many questions, and Talus is more than happy to answer them.

☛ Talus stayed behind with Kashafen and his party (which also included Enias Amastodel of Clan Moonbow, Captain of the Lord's Guard Annugrial Stannodel, and a half-orc adventurer named Creewrack Blackbottom) when the rest of the city evacuated. They have been fighting a guerrilla war against the occupiers since then. When last he saw them, they all still lived.

- Despite the elves protestations, the half-orc Creewrack followed them. In the beginning his aid was often enough detrimental as it was helpful, but he kept insisting on helping. He kept saying that he knew his place, and hoped CsiCee would understand. Talus never did understand that, but it was clear that the half-orc had a respect for the elven ways, and was a valuable combatant after some training.
- Talus was captured in a raid against the grugach three weeks ago and has been held here since then.
- The Isalos were cut off during the evacuation and were unable to escape. They were captured two months ago; when the grugach came to burn the ancestral home they had been hiding in. They do not know why they were not killed, although the grugach often had them track the stars and tell them of the celestial omens the sky may tell. Ruzel would have died of sickness, had Talus not arrived and treated him with his clerical spells.
- Should any of the PCs ask about the what the stars may say now, Sata will mention how inauspicious the night is. It is the eleventh of Coldeven, the Festival of the Bloodmoon. She can explain the information presented in the read aloud text of Appendix Three to the PCs.
- Both Talus and the Isalos have witness the behavior of the grugach over the last eight months and it has been odd. After emptying the city, they buried all of the dead according to the rites of the Seldarine. Then they burned all of the ground buildings except the warehouses near the Lilyway and the Ancestral Copse. Those buildings in the trees were not harmed. Then they began to assist the wood in reclaiming Flameflower. At no time did anyone witness anything that appeared obviously evil, despite the obvious violence.
- Talus had done his best to strike up a “friendship of convince” with one of his captors: Tarec’sal. Tarec’sal was one of the leaders of the grugach in Flameflower and was a cleric of Solonor Thelandira. He seemed to believe that Solonor had sent them on a holy quest against the elves. He has seen Tarec’sal command some earthen bear creature of great power with some sort of device that Tarec’sal said was given to him by Solonor himself. He believes that Tarec’sal and his group of about one hundred that the PCs saw leave likely went to catch up to the main group of grugach. He knows from what Tarec’sal said that several hundred grugach have been left in the city to hold it, but that it was the bear creature that was the true power left behind. No extra defenses have been created that they know of.

- Talus does not know where Kashafen and his party are now, but suspects it would have been likely that they would have followed the main group of grugach when they left the city yesterday.
- Talus urges the PCs to escort the captives (himself included) out of the city. Once there, they will hide and wait for the PCs to return. If the PCs do not return within one week, they will attempt to make it back to Highfolk on their own. He urges the PCs to follow after the grugach immediately after resting, saying Kashafen and his party may require the PC’s aid.

Talus and the Isalos are happy to assist the PCs how they can, but will not do anything once they leave Flameflower beyond waiting for the PCs or traveling to Highfolk.

Encounter Eight

The party has the rest of the night of the eleventh to exit Flameflower and rest. The PCs arrive at this encounter just as the sun is just finished setting on the twelfth. Should the PCs choose to wait an extra day or more, despite the possibility of losing the trail, they will arrive after the grugach has bled to death and the shadows have left. In this case, the PCs receive no XP for this encounter.

The trail north is easily followed through the darkness, despite clear efforts to disguise the signs. What you might expect from the trail markings to be less than a few hundred men is, if the stories are to be believed, is an army of thousands.

The smell of rot and blood hits you well before you see its cause. A large clearing is obvious, with a river passing through a shallow valley. Dead elves and animals clog the waterway, giving the slow moving water a dark tinge in the bright moonlight.

The PCs have stumbled upon the remains of the grugach army, which appears utterly destroyed. The PCs have the opportunity to move through the valley and explore the remains before they are attacked by some of the undead that remain.

A search of the valley can determine the following things (information that requires a skill check or magical detection is noted):

- It appears as if grugach, fey, and animals fought amongst themselves, as there are no other corpses to be found.

- A Heal or Survival check (DC 5) suggests nearly half the elven corpses have been dead for more than a year prior to the battle.
- A Survival (Tracking DC 1+APL) notes that the group the PCs were following was headed north. A second group came from the northeast. There is a third path leaving to the southwest after the battle. Those that make the check by 10 (e.g. 15 at APL 4, 17 at APL 6, etc...) notes that there were several hundred in the group that went southwest. It is impossible to tell which group (the grugach or undead elves) made the trail to the southwest.
- Attempts to follow the trail to the southwest will fail after a few hours. It simply ends.
- A Survival, Knowledge (geography), or Knowledge (local) check (DC 15) reminds the PCs that the clan Seldorian lands and the most heavily populated parts of the High Vale are directly southwest of where they are now.

After the PCs have had a chance to examine the area, proceed to the read aloud text.

A pained moaning catches your attention, perhaps not everyone has been slain. A grugach warrior lies at the edge of the river, blood flowing freely from a great wound in his side.

Creatures: There are a few survivors, from the undead army, that have been waiting for living souls to feast upon. Given their previous orders, they target elves, fey and animals before others. These shadows have left one grugach alive as bait for others that may come to his aid. When the PCs find the grugach, he has five rounds left before he bleeds to death. Note that each encounter level is calculated at +1 EL due to the effects of the Blood Moon (See Appendix Three).

Rising up from the river are several grugach warriors covered in shadow, but something is wrong with these wild elves. While they appear otherwise normal, they leave behind no footprints and do not disturb the water as they silently move forward.

APL 4 (EL 6)

☛ **Shadows (2):** hp 20, 22; see *Monster Manual* page 221.

APL 6 (EL 8)

☛ **Shadows (4):** hp 20, 21, 22, 23; see *Monster Manual* page 221.

APL 8 (EL 10)

☛ **Shadows (3):** hp 20, 22, 23; see *Monster Manual* page 221.

☛ **Shadow, Greater:** hp 67; see *Monster Manual* page 221.

APL 10 (EL 12)

☛ **Shadow, Greater (3):** hp 65, 67, 69; see *Monster Manual* page 221.

APL 12 (EL 14)

☛ **Shadow, Greater (5):** hp 65, 66, 67, 68, 69; see *Monster Manual* page 221.

Tactics: As the PCs approach the wounded grugach, the shadows are hiding in the shadowy river (gaining the +4 racial bonus to hide when hiding in areas of shadow), attempting to surprise the PCs. Once combat truly begins, they target elves, fey and animals; although they need not concentrate their attacks on one target if other PCs are a potential nuisance. Greater shadows make good use of their Spring Attack feat. Please note that neither shadows nor greater shadows have the lifesense ability, so they cannot see through the ground. Also, the DM should note that the shadows and greater shadows are vulnerable to the Volmiryth spirit trap, if the PCs possess the item and have not yet used it.

Development: Should the PCs succeed in saving the grugach from bleeding to death, they may interrogate him once he is made conscious. While his attitude is likely to be somewhat hostile, the grugach can tell the PCs some information. The answers are the same should the PCs use a *speak with dead* spell. In all answers, the grugach says as little as possible, and then only in elven. Should the captured grugach require statistics, his are identical to those for the grugach patrol in encounter six. Use the following as a guide while answering the PCs questions.

Q: "Who are you?"

A: "I am Nolthor of the Grugach."

Q: "Why did you attack Flameflower?"

A: "We must cleanse the land of the betrayers."

Q: "Who are the betrayers?"

A: "Those who betray the true elven way by living in houses and building roads. Those who are not of the blood."

Q: "Who sent you?"

A: "Solonor Thelandira"

Q: "Why do you say Solonor Thelandira sent you?"

A: "He appeared to me as he did to all my brothers, and told us of his will. We will drive the betrayers from the wood in his name."

Q: "Why did your army march north from Flameflower?"

A: "Solonor Thelandira sent us home. The tainted land is not for us."

Q: "Who did you fight here?"

A: "The betrayers send our dead against us in retribution. It is further proof that they have fallen from the true way. Few if any of us survived."

Q: "What happen to Kashafen?"

A: "The and three others appeared during the battle. That is how I know the lost ones sent the dead against us. He and his companions, one a green monster, disappeared in a flash of light near the end of the battle. Our lord Solonor will visit a horrible punishment upon them."

Any attempts to convince the grugach that it was not the divine avatar of Solonor Thelandira who sent them utterly fail. The grugach feel divinely inspired and fully justified in their mission.

Conclusion

Once the PCs have defeated the undead, and searched the scene, there is little left for them to do but return to make their report.

You stand in the council chamber with Court seated around you. Hundreds have come to see you make your report of your journey to Flameflower. "Please, adventurers, tell us your story," Ixtacious Rellen says.

Note what, and to whom, the PCs tell the details of their expedition. The Court congratulates the PCs on a job well done, especially if they managed to free any of the captives. Fill out the Critical Events Summary at the end of this module. Of particular note to those with Player Handout #3 is if they visit and talk to Rowana Menanine.

Instructions for Special Rewards

The Adventure Record for this event contains several unique rewards that many PCs may not acquire. What follows are instructions for the awarding of each.

1. **The Augury Octavo:** Only those PCs who manage to successfully locate the Octavo hidden within the altar of the Ancestral Copse temple are allowed to purchase this item. When a PC purchases this item,

they must spend 2 TUs to understand the contents within. For PCs that choose to do so, the DM should write the password "harbinger" on the AR.

2. **Contact Rythen:** A PC that receives Player Handout #2, does not allow the doppelgangers to be interrogated thoroughly (so who actually sent them becomes known to the Lord's Guard), and successfully delivers at least one of the doppelgangers (alive or dead) to Rythen who waits for him near Old Bough; may receive this contact.
3. **Contemplative of the Seldarine:** Only a member of Clan Seldorian who receives Player Handout #6 and successfully aids in the rescue of Talus Wintershale may receives this benefit.
4. **Favor of the Lord's Guard:** All PCs who aid in the expedition to Flameflower and return with information of its current state receive this favor.
5. **Magical reward from Avereen Volmiryth:** A PC who receives Player Handout #1, chooses a magical reward over repaying their debt, successful captures a wood sprite, and returns it to Avereen Volmiryth; may receive this reward.
6. **Sponsorship of House Isalos:** If any of the three Isalos NPCs are rescued, this sponsorship is awarded to any members of the elven Clan Shandareth who assisted.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

Encounter Three

Defeat the Shadowclaw Agents
APL 4 - 150 xp; APL 6 - 180 xp; APL 8 - 210 xp;
APL 10 - 240 xp; APL 12 - 270 xp.

Encounter Seven

Defeat the Guards
APL 4 - 210 xp; APL 6 - 240 xp; APL 8 - 270 xp;
APL 10 - 300 xp; APL 12 - 330 xp.

Encounter Eight

Defeat the Undead
APL 4 - 180 xp; APL 6 - 210 xp; APL 8 - 240 xp;
APL 10 - 270 xp; APL 12 - 300 xp.

Story Award

Rescuing the Prisoners:

APL 4 - 85 xp; APL 6 - 130 xp; APL 8 - 175 xp;
APL 10 - 220 xp; APL 12 - 265 xp.

Completing a Special Mission (from player handout 1-8):
APL 4 - 50 xp; APL 6 - 50 xp; APL 8 - 50 xp;
APL 10 - 50 xp; APL 12 - 50 xp.

Total possible experience:

APL 4 - 675 xp; APL 6 - 900 xp; APL 8 - 1125 xp;
APL 10 - 1350 xp; APL 12 - 1575 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately

after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Three

Defeat the Doppelganger Assassins

APL 4: L: 44 gp; M: 201 gp

APL 6: L: 32 gp; M: 456 gp

APL 8: L: 32 gp; M: 456 gp

APL 10: L: 32 gp; M: 456 gp

APL 12: L: 32 gp; M: 456 gp

Encounter Six

F. Discover the Augury Octavo

All APLs: L: 4 gp

I. Defeat a Random Patrol

APL 4: L: 130 gp; M: 75 gp

APL 6: L: 133 gp; M: 75 gp

APL 8: L: 133 gp; M: 75 gp

APL 10: L: 133 gp; M: 75 gp

APL 12: L: 133 gp; M: 75 gp

Encounter Seven

Defeat the Guards

APL 4: L: 113 gp; M: 333 gp

APL 6: L: 163 gp; M: 345 gp

APL 8: L: 90 gp; M: 672 gp

APL 10: L: 107 gp; M: 1505 gp

APL 12: L: 90 gp; M: 2422gp

Total Possible Treasure

APL 4: L: 291 gp; M: 609 gp - Total: 600 gp

APL 6: L: 332 gp; M: 875 gp - Total: 800 gp

APL 8: L: 259 gp; M: 1203 gp - Total: 1250 gp

APL 10: L: 276 gp; M: 2036 gp - Total: 2100 gp

APL 12: L: 259 gp; M: 2953 gp - Total: 3000 gp

Special

❖ **The Augury Octavo:** This book, whose pages are made by folding a sheet of paper three times to form eight leaves, detail the holy words of the Seldarine and are similar to most religious works focusing on the Seldarine. However, these contain the prophecies made by the High Priests of Sehanine Moonbow since the founding of the temple written in a complex cipher. The PC must spend 2 TUs decipher this tome. If the PC does so, the DM will write a password here _____, which the player will use when contacting the Highfolk POC to receive a document with the important prophecies. *Frequency: Adventure, 50 gp.*

☛ **Favor of Engert Wood:** As a sign of his friendship, Engert Wood has given you a brownleaf turnip. When cooked, a turnip will restore 1d4+1 hit points. This healing is not considered magical healing in any way, and the turnip must be served warm to receive the healing. If the turnip is not used within one year from the playing of this event, it has spoiled and is now useless.

☛ **Favor of the Lord's Guard:** Due to your success on your mission for the elven Court, Tymir Menanine has directed the Lord's Guard to purchase any of the gear loaned to you immediately following this event. If you choose not to take advantage of this favor, it may instead be counted as one influence point with Kashafen Tamarel.

☛ **Magical reward from Avereen Volmiryth:** You have completed mission for the Iron Spider, Avereen Volmiryth. Instead of repaying your debt to her, you have asked for a magical reward. As such your PC still owes this debt to her, but now has access to learn all of the following spells from the Miniatures Handbook: *benign transposition*, *undeniable gravity*, and *blast of flame*. If you do not choose to learn any of these spells, you may instead gain access to the magic item *boots of teleportation*. Both learning the spells and the purchasing the item are considered to have a frequency of Regional.

☛ **Wand of snare**, 3rd caster lvl, 5 charges. *Frequency* Adventure, 450 gp.

Regionally Certed Separately

☛ **Contact Rythen:** For successfully completing your assigned task, you have made contact with Rythen.

☛ **Contemplative of the Seldarine:** This member of Clan Seldorian has met the special requirement for the prestige class Contemplative for any deity who is a member of the Seldarine.

☛ **Price of the Spider:** For completing a mission for the Iron Spider, whether as repayment of your debt, or for a reward, you are known to have acted against a fey creature and as such, you now suffer a -1 circumstance penalty on social checks with members of the fey (Bluff, Diplomacy, Sense Motive, etc...).

☛ **Sponsorship of House Isalos:** The above PC has assisted in the rescue of three members of the Isalos family. Should this elven PC ever acquire a play

opportunity that allows the PC to join the Plaurincil (third) level of the Clan Shandareth Meta-Organization, the PC named above, may be sponsored by House Isalos regardless of their actual family.

Items for the Adventure Record

Item Access

APL 4:

Augury Octavo (Adventure, see above)

Boots of elvenkind (Adventure, DMG)

Cloak of elvenkind (Adventure, DMG)

Cloak of resistance +2 (Adventure, DMG)

Mithral chain shirt (painted white) (Adventure, DMG)

APL 6: (All of APL 2 plus the following)

Wand of snare, 5 charges (Adventure, Caster Level 3rd, see above)

APL 8: (All of APLs 2-4 plus the following)

Elixir of vision (Adventure, DMG)

APL 10: (All of APLs 2-6 plus the following)

Dark blue rhomboid ioun stone (Adventure, DMG)

APL 12: (All of APLs 2-8 plus the following)

Meta-magic rod: enlarge (Adventure, DMG)

Appendix #1: NPC Statistics

Encounter Three

APL 4 (EL 5)

☛ **Bambuk:** Male Doppelganger; CR 3; Medium Monstrous Humanoid (Shapechanger); HD 4d8+12; hp 30; Init +3; Spd 30 ft.; AC 21 (+4 chain shirt, +3 Dex, +4 natural), touch 13, flat-footed 14; BA/G +4/+6; Atk +6 melee [1d6+2, slam] or +8 ranged [1d8, x3 crit, longbow]; Full Atk +6 melee [1d6+2, slam] or +8 ranged [1d8, x3 crit, longbow]; SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; AL N; SV Fort +4, Ref +7, Will +5; Str 15, Dex 17, Con 16, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +10*, Disguise +7* (+9 acting), Hide +6, Move Silently +6, Listen +4, Sense Motive +4, Spot +4; Point Blank Shot, Weapon Focus (longbow).

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: chain shirt, longbow, long sword, 20 MW arrows, 50' rope, *potion of protection from good*.

Physical Description: When the PCs encounter Bambuk, he appears as an average high elf male, dressed as one of the Lord's Guard.

☛ **Shagul:** Male Doppelganger; CR 3; Medium Monstrous Humanoid (Shapechanger); HD 4d8+12; hp 30; Init +2; Spd 30 ft.; AC 22 (+4 chain shirt, +2 shield, +2 Dex, +4 natural), touch 12, flat-footed 14; BA/G +4/+7; Atk +8 melee [1d8+4, 19-20 crit, +1 *longsword*] or +6 ranged [1d8, x3 crit, longbow]; Full Atk +7 melee [1d8+4, 19-20 crit, +1 *longsword*] or +6 ranged [1d8, x3 crit, longbow]; SA Detect thoughts; SQ Change shape, immunity to *sleep* and charm effects; AL N; SV Fort +6,

Ref +6, Will +5; Str 17, Dex 15, Con 16, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +5, Sense Motive +5, Spot +5; Great Fortitude, Weapon Focus (longsword).

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: chain shirt, heavy steel shield, longbow, +1 *long sword*, 20 arrows, 50' rope, *potion of protection from good*.

Physical Description: When the PCs encounter Shagul, he appears as a handsome high elf male, dressed as one of the Lord's Guard.

APL 6 (EL 7)

☛ **Bambuk:** Male Doppelganger Ftr1/DpwrSnpr1; CR 5; Medium Monstrous Humanoid (Shapechanger); HD 5d8+1d10+18; hp 47; Init +3; Spd 30 ft.; AC 21 (+4 chain shirt, +3 Dex, +4 natural), touch 13, flat-footed 14; BA/G +6/+8; Atk +8 melee [1d6+2, slam] or +11 ranged [1d8+3, 19-20/x3 crit, +1 *composite mighty longbow*]; Full Atk +8/+3 melee [1d6+2, slam] or +9/+9/+6 ranged [1d8+3, 19-20/x3 crit, +1 *longbow*]; SA Detect thoughts, keen arrows, range increment bonus; SQ Change shape, immunity to *sleep* and charm effects; AL N; SV Fort +6, Ref +9, Will +5; Str 15, Dex 17, Con 16, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +10*, Disguise +7* (+9 acting), Intimidate +3, Hide +7, Move Silently +7, Listen +4, Sense Motive +4, Spot +4; Farshot, Point Blank Shot, Rapid Shot, Weapon Focus (longbow).

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Detect Thoughts (Su): As APL 4.

Change Shape (Su): As APL 4.

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19-20 instead of 20. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus a 10th-level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet x 1.5 + 100 feet).

Possessions: chain shirt, +1 composite longbow [mighty +2], long sword, 40 arrows, 50' rope, *potion of protection from good*.

Physical Description: When the PCs encounter Bambuk, he appears as an average high elf male, dressed as one of the Lord's Guard.

➤ **Shagul:** Male Doppelganger Ftr1/Rgr1; CR 5; Medium Monstrous Humanoid (Shapechanger); HD 5d8+1d10+18; hp 47; Init +2; Spd 30 ft.; AC 22 (+4 chain shirt, +2 shield, +2 Dex, +4 natural), touch 12, flat-footed 14; BA/G +6/+9; Atk +11 melee [1d8+4, 19-20 crit, +1 *longsword*] or +8 ranged [1d8, x3 crit, longbow]; Full Atk +11/+6 melee [1d8+4, 19-20 crit, +1 *longsword*] or +8/+3 ranged [1d8, x3 crit, longbow]; SA Detect thoughts, favored enemy (elf); SQ Change shape, immunity to *sleep* and charm effects, wild empathy; AL N; SV Fort +10, Ref +8, Will +5; Str 17, Dex 15, Con 16, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Hide +10, Intimidate +3, Listen +5, Sense Motive +5, Spot +7; Combat Reflexes, Great Fortitude, Power Attack, Track, Weapon Focus (longsword).

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Detect Thoughts (Su): As APL 4.

Change Shape (Su): As APL 4.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the ranger and the animal must be able to study each other, which means

that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Possessions: chain shirt, heavy steel shield, longbow, +1 long sword, 20 arrows, 50' rope, *potion of protection from good*.

Physical Description: When the PCs encounter Shagul, he appears as a handsome high elf male, dressed as one of the Lord's Guard.

APL 8 (EL 9)

➤ **Bambuk:** Male Doppelganger Ftr1/DpwnSnpr3; CR 7; Medium Monstrous Humanoid (Shapechanger); HD 7d8+1d10+24; hp 63; Init +4; Spd 30 ft.; AC 22 (+4 chain shirt, +4 Dex, +4 natural), touch 14, flat-footed 14; BA/G +8/+10; Atk +10 melee [1d6+2, slam] or +14 ranged [1d8+3, 19-20/x4 crit, +1 *mighty composite longbow*]; Full Atk +10/+5 melee [1d6+2, slam] or +12/+12/+9 ranged [1d8+3, 19-20/x4 crit, +1 *composite mighty longbow*]; SA Detect thoughts, keen arrows, range increment bonus, concealment reduction, *magic weapon*, improved critical, safe poison use; SQ Change shape, immunity to *sleep* and charm effects; AL N; SV Fort +7, Ref +11, Will +6; Str 15, Dex 18, Con 16, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +10*, Disguise +7* (+9 acting), Intimidate +3, Hide +13, Move Silently +13, Listen +4, Sense Motive +4, Spot +6; Farshot, Point Blank Shot, Rapid Shot, Weapon Focus (longbow).

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Detect Thoughts (Su): As APL 4.

Change Shape (Su): As APL 4.

Keen Arrows (Ex): As APL 6.

Range Increment Bonus (Ex): As APL 6.

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with normal concealment. Her miss chance drops by an additional 10% per four deepwood sniper levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a *magic weapon* spell cast by a cleric of her deepwood sniper

level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1. Thus, an arrow that normally deals x3 damage on a critical hit instead does x4 damage in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

Safe Poison Use (Ex): At 3rd level, a deepwood sniper can use poison without any chance of poisoning herself.

Possessions: chain shirt, +1 composite longbow [mighty +2], long sword, 40 arrows, 50' rope, *potion of protection from good*, ~~potion of invisibility~~.

Physical Description: When the PCs encounter Bambuk, he appears as an average high elf male, dressed as one of the Lord's Guard.

➤ **Shagul:** Male Doppelganger Ftr2/Rgr1/FHunter1; CR 7; Medium Monstrous Humanoid (Shapechanger); HD 5d8+3d10+24; hp 65; Init +2; Spd 30 ft.; AC 22 (+4 chain shirt, +2 shield, +2 Dex, +4 natural), touch 12, flat-footed 14; BA/G +7/+11; Atk +13 melee [1d8+5, 19-20 crit, +1 longsword] or +10 ranged [1d8, x3 crit, longbow]; Full Atk +13/8 melee [1d8+5, 19-20 crit, +1 longsword] or +10/+5 ranged [1d8, x3 crit, longbow]; SA Detect thoughts, favored enemy (elf), hated enemy (elf), rancor +1d6; SQ Change shape, immunity to *sleep* and charm effects, wild empathy; AL N; SV Fort +13, Ref +10, Will +5; Str 18, Dex 15, Con 16, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Hide +10, Intimidate +3, Listen +8, Sense Motive +5, Spot +12; Blind-fight, Combat Reflexes, Great Fortitude, Power Attack, Track, Weapon Focus (longsword).

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Detect Thoughts (Su): As APL 4.

Change Shape (Su): As APL 4.

Wild Empathy (Ex): As APL 6.

Hated Enemy: At 1st level, the foe hunter chooses one creature type that she has already selected as a favored enemy to be the target of her hatred. This choice determines what kind of foe hunter she becomes—orc hunter, giant hunter, or the like. The choice of hated enemy is irreversible.

Rancor (Su): The foe hunter can deliver a powerful blow to her hated enemy. Once per round, on her action, she can designate one of her attacks

against a hated enemy as a rancor attack before the attack roll is made. A successful rancor attack by a 1st-level foe hunter deals +1d6 points of extra damage. This amount increases by +1d6 for every two additional foe hunter levels the attacker acquires. Should the foe hunter score a critical hit with a rancor attack, this extra damage is not multiplied. The extra damage from a rancor attack applies even if that enemy is immune to critical hits.

With a sap or an unarmed strike, the foe hunter can deal non-lethal damage instead of normal damage with a rancor attack. She cannot, however, do non-lethal damage with a weapon that deals normal damage in a rancor attack, even when taking the usual -4 penalty.

Possessions: chain shirt, heavy steel shield, longbow, +1 long sword, 20 arrows, 50' rope, *potion of protection from good*, ~~potion of invisibility~~.

Physical Description: When the PCs encounter Shagul, he appears as a handsome high elf male, dressed as one of the Lord's Guard.

APL 10 (EL 11)

➤ **Bambuk:** Male Doppelganger Ftr1/DpwdSnpr5; CR 9; Medium Monstrous Humanoid (Shapechanger); HD 9d8+1d10+30; hp 79; Init +4; Spd 30 ft.; AC 22 (+4 chain shirt, +4 Dex, +4 natural), touch 14, flat-footed 14; BA/G +10/+12; Atk +12 melee [1d6+2, slam] or +16 ranged [1d8+3, 19-20/x4 crit, +1 composite mighty longbow]; Full Atk +12/+7 melee [1d6+2, slam] or +14/+14/+11 ranged [1d8+3, 19-20/x4 crit, +1 composite mighty longbow]; SA Detect thoughts, keen arrows, range increment bonus, concealment reduction, *magic weapon*, improved critical, safe poison use; take aim, consistent aim, SQ Change shape, immunity to *sleep* and charm effects; AL N; SV Fort +7, Ref +12, Will +6; Str 15, Dex 18, Con 16, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +10*, Disguise +7* (+9 acting), Intimidate +3, Hide +13, Move Silently +13, Listen +8, Sense Motive +4, Spot +14; Farshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Detect Thoughts (Su): As APL 4.

Change Shape (Su): As APL 4.

Keen Arrows (Ex): As APL 6.

Range Increment Bonus (Ex): As APL 6.

Concealment Reduction (Ex): As APL 8.

Magic Weapon (Sp): As APL 8.

Projectile Improved Critical (Ex): As APL 8.

Safe Poison Use (Ex): As APL 8.

Take Aim (Ex): A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost. No additional benefit exists for spending more than 1 round aiming. This bonus increases to +4 at 8th level.

Consistent Aim (Su): Once per day, a 5th level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

Possessions: chain shirt, +1 composite longbow [mighty +2], long sword, 40 arrows, 50' rope, *potion of protection from good*, ~~*potion of invisibility*~~.

Physical Description: When the PCs encounter Bambuk, he appears as an average high elf male, dressed as one of the Lord's Guard.

☛ **Shagul:** Male Doppelganger Ftr2/Rgr1/FHunter3; CR 9; Medium Monstrous Humanoid (Shapechanger); HD 5d8+5d10+30; hp 83; Init +2; Spd 30 ft.; AC 22 (+4 chain shirt, +2 shield, +2 Dex, +4 natural), touch 12, flat-footed 14; BA/G +9/+13; Atk +15 melee [1d8+5, 17-20 crit, +1 longsword] or +12 ranged [1d8, x3 crit, longbow]; Full Atk +15/10 melee [1d8+5, 17-20 crit, +1 longsword] or +12/+7 ranged [1d8, x3 crit, longbow]; SA Detect thoughts, favored enemy (elf), hated enemy (elf), rancor +2d6, hated enemy DR 3/-; SQ Change shape, immunity to *sleep* and charm effects, wild empathy; AL N; SV Fort +14, Ref +11, Will +6; Str 18, Dex 15, Con 16, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Hide +10, Intimidate +3, Listen +14, Sense Motive +5, Spot +14, Survival +5; Blind-fight, Combat Reflexes, Great Fortitude, Improved Critical (longsword), Power Attack, Track, Weapon Focus (longsword).

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Detect Thoughts (Su): As APL 4.

Change Shape (Su): As APL 4.

Wild Empathy (Ex): As APL 6.

Hated Enemy: As APL 8.

Rancor (Su): As APL 8.

Hated Enemy Damage Reduction (Ex): At 2nd level, the foe hunter can shrug off 3 points of damage

from each successful attack by her hated enemy. This damage reduction increases by 2 points for every two additional foe hunter levels she has. Damage reduction can reduce damage to 0, but not below that. Hated enemy damage reduction does not stack with any other damage reduction the character has.

Possessions: chain shirt, heavy steel shield, longbow, +1 long sword, 20 arrows, 50' rope, *potion of protection from good*, ~~*potion of invisibility*~~.

Physical Description: When the PCs encounter Shagul, he appears as a handsome high elf male, dressed as one of the Lord's Guard.

APL 12 (EL 13)

☛ **Bambuk:** Male Doppelganger Ftr1/DpwdSnpr7; CR 11; Medium Monstrous Humanoid (Shapechanger); HD 11d8+1d10+36; hp 95; Init +4; Spd 30 ft.; AC 22 (+4 chain shirt, +4 Dex, +4 natural), touch 14, flat-footed 14; BA/G +12/+14; Atk +14 melee [1d6+2, slam] or +18 ranged [1d8+3, 19-20/x3 crit, +1 composite mighty longbow]; Full Atk +14/+9/+4 melee [1d6+2, slam] or +16/+16/+13/+8 ranged [1d8+3, 19-20/x4 crit, +1 composite mighty longbow]; SA Detect thoughts, keen arrows, range increment bonus, concealment reduction, *magic weapon*, improved critical, safe poison use; take aim, consistent aim, SQ Change shape, immunity to *sleep* and charm effects; AL N; SV Fort +9, Ref +13, Will +7; Str 15, Dex 18, Con 16, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +10*, Disguise +7* (+9 acting), Intimidate +3, Hide +18, Move Silently +18, Listen +8, Sense Motive +4, Spot +16; Farshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Detect Thoughts (Su): As APL 4.

Change Shape (Su): As APL 4.

Keen Arrows (Ex): As APL 6.

Range Increment Bonus (Ex): As APL 6.

Concealment Reduction (Ex): As APL 8.

Magic Weapon (Sp): As APL 8.

Projectile Improved Critical (Ex): As APL 8.

Safe Poison Use (Ex): As APL 8.

Take Aim (Ex): As APL 10.

Consistent Aim (Su): As APL 10.

Possessions: chain shirt, +1 composite longbow [mighty +2], long sword, 40 arrows, 50' rope, *potion of protection from good*, ~~*potion of invisibility*~~.

Physical Description: When the PCs encounter Bambuk, he appears as an average high elf male, dressed as one of the Lord's Guard.

☛ **Shagul:** Male Doppelganger Ftr2/Rgr1/FHunter5; CR 11; Medium Monstrous Humanoid (Shapechanger); HD 5d8+7d10+36; hp 101; Init +3; Spd 30 ft.; AC 23 (+4 chain shirt, +2 shield, +3 Dex, +4 natural), touch 13, flat-footed 14; BA/G +10/+14; Atk +16 melee [1d8+5, 17-20 crit, +1 *longsword*] or +14 ranged [1d8, x3 crit, longbow]; Full Atk +16/11 melee [1d8+5, 17-20 crit, +1 *longsword*] or +14/+9 ranged [1d8, x3 crit, longbow]; SA Detect thoughts, favored enemy (elf), hated enemy (elf), rancor +3d6, hated enemy DR 5/-, hated enemy SR 20; SQ Change shape, immunity to *sleep* and charm effects, wild empathy; AL N; SV Fort +15, Ref +13, Will +8; Str 18, Dex 16, Con 16, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Hide +11, Intimidate +3, Listen +12, Sense Motive +5, Spot +12, Survival +13; Blind-fight, Combat Reflexes, Great Fortitude, Improved Critical (*longsword*), Iron Will, Power Attack, Track, Weapon Focus (*longsword*).

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Detect Thoughts (Su): As APL 4.

Change Shape (Su): As APL 4.

Wild Empathy (Ex): As APL 6.

Hated Enemy: As APL 8.

Rancor (Su): As APL 8.

Hated Enemy Damage Reduction (Ex): As APL

10.

Hated Enemy Spell Resistance (Ex): Beginning at 4th level, the foe hunter can avoid the effects of spells and spell-like abilities that would directly affect her, as long as they originate from her hated enemy. Against such effects, the foe hunter has spell resistance equal to 15 + her foe hunter class level. This stacks with any other applicable spell resistance the character may have.

Possessions: chain shirt, heavy steel shield, longbow, +1 *long sword*, 20 arrows, 50' rope, *potion of protection from good*, ~~*potion of invisibility*~~.

Physical Description: When the PCs encounter Shagul, he appears as a handsome high elf male, dressed as one of the Lord's Guard.

Encounter Four

All APLs

☛ **Lord's Guard, male high elf Ftr4/Rgr1:** CR 5; Medium-size Humanoid; HD 5d10+5; hp 39; Init +2 (Dex); Spd 30 ft.; AC 16 (+4 chain shirt, +2 Dex); Atks +8 melee (1d8+4/crit 19-20, *longsword*), or +8 melee (1d6+3/crit 19-20, *shortsword*) or +7 ranged (1d8/crit x3, *longbow*); SA favored enemy; AL CG; SV Fort +7, Ref +3, Will +3; Str 16, Dex 14, Con 12, Int 12, Wis 10, Cha 11.

Skills: Climb +11, Listen +6, Ride +10, Search +7, Spot +6, Wilderness Lore +4. *Feats:* Blind-Fight, Combat Reflexes, Dodge, Iron Will, Power Attack, Track.

Possessions: *Longsword*, *shortsword*, mithral chain shirt, *longbow*, 20 arrows, 50' rope, cloak.

Encounter Five

☛ **Engert Wood:** Male Tallfellow Halfling Rgr5; CR 5; Small Humanoid (3 ft. 8 in. tall); HD 5d8+10; hp 38; Init +6; Spd 20 ft.; AC 16 (+1 size, +3 studded leather armor, +2 Dex), touch 13, flat-footed 13; BA/G +5/+5; Atk +7 melee [1d6+1, 19-20 crit, small *longsword*] or +14 ranged [1d8, x3 crit, *longbow*]; Full Atk +5 melee [1d6+1, 19-20 crit, small *longsword*] and +4 melee [1d4+1, 19-20 crit, small short sword] or +7 ranged [1d6+1, x3 crit, mighty [+1] small *longbow*]; SA Favored enemy (goblinoids, orc); SQ Wild empathy; AL CG; SV Fort +7, Ref +7, Will +3; Str 12, Dex 14, Con 14, Int 10, Wis 13, Cha 11.

Skills and Feats: Handle Animal +2, Heal +9, Hide +15, Knowledge (nature) +3, Move Silently +12, Profession (cook) +4, Speak Common, Speak Halfling, Spot +9, Survival +9; Endurance, Improved Initiative, Track, Two Weapon Fighting, Weapon Focus (small *longsword*).

Possessions: Small *longsword*, small short sword, small long bow with 20 arrows, studded leather armor, rope (20 ft.), flint and steel, lantern, 6 flasks of oil, pouch with 35 solars (gp) and 50 small lunars (sp), and other miscellaneous cooking supplies.

Personality Traits: Rustic, practical, nurturing, kind.

Spells Prepared (1; base DC = 11 + spell level): 1st—*Speak with animals*.

☛ **Squisha:** Male Squirrel Animal Companion; Small Humanoid (3 ft. 8 in. tall); HD ¼d8+2d8; hp 11; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 16 (+2 natural, +2 size, +2 Dex), touch 14, flat-footed 14; BA/G +0/-12; Atk +5 melee [1d3-4, bite]; Full Atk +5 melee [1d3-4, bite]; SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +1; Str 3, Dex 16, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +15, Move Silently +11, Swim +10; Weapon Finesse.

Skills: Squisha has a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. Squisha can always choose to take 10 on Climb checks, even if rushed or threatened. Squisha uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. Squisha has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Personality Traits: Mischievous, loves nuts.

Encounter Six

D. All APLs (EL 9)

☛ **Quillathe Niathihel:** female wood elf ghost Com8; CR 9; Medium-size Undead; HD 8d12; hp 61; Init +0; Spd 30 ft fly (perfect); AC 14 (+4 deflection); BA/G: +4/+4; Atks +4 incorporeal touch; SA Draining touch, frightful moan, manifestation, telekinesis; SQ Elven traits, rejuvenation, turn resistance +4; AL CN; SV Fort +4, Ref +4, Will +3; Str 11, Dex 10, Con -, Int 9, Wis 12, Cha 19.

Skills: Hide +8, Listen +9, Profession (gardener) +15, Search +7, Spot +9. **Feats:** Great Fortitude, Lightning Reflexes, Skill Focus (profession).

SA: Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only; **Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours; **Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal

source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes; **Telekinesis (Su):** A ghost can use *telekinesis* as a standard action (caster level 12th). When a ghost uses this power, it must wait 1d4 rounds before using it again.

SQ: Elven Traits (Ex)–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows; **Rejuvenation (Su):** In most cases, it's difficult to destroy a ghost through simple combat. The “destroyed” spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research; **Turn Resistance (Ex):** A ghost has +4 turn resistance.

Possessions: Dress, hand shovel

Personality Traits: Sweet but quiet, protective of her garden, absent minded, prone to random violence if her garden is harmed.

Physical Description: Quillathe appears as a somewhat insubstantial wood elfen woman with dark red hair. She wears a pin that displays a blue maple leaf upon a white field; an oak tree stand within the maple leaf.

H. All APLs (EL 1)

☛ **Mindria:** female wood sprite; CR 1; Small-size Fey; HD 1d6; hp 3; Init +4 (Dex); Spd 20 ft; AC 16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12; BA/G: +0/-6; Atks +5 melee (1d3-2, dagger); SA Spell-like abilities; SQ Damage reduction 5/cold iron, low-light vision, spell resistance 14, wild empathy; AL CG; SV Fort +0, Ref +6, Will +5; Str 6, Dex 19, Con 10, Int 12, Wis 17, Cha 16.

Skills Handle Animal +7, Heal +7, Hide +8, Knowledge (nature) +5, Listen +9*, Spot +9*, Survival +7. **Feats:** Dodge, Weapon Finesse.

SA: *Spell-Like Abilities* – 3/day—*entangle* (DC 14), *plant growth*, *speak with animals*, *speak with plants*, *tree stride*. Caster level 6th. The save DCs are Charisma-based.

SQ: *Wild Empathy (Ex)* – This ability works like the druid's wild empathy class feature, except that a wood sprite has a +6 racial bonus on the check.

Possessions: bag of seeds, dress of leaves

Personality Traits: Shy but friendly

Physical Description: Mindria appears much like a very short elf whose skin looks much like the rough bark of a hickory tree. She wears a dress sewn from green leaves. (A DC 10 Knowledge (local) or Knowledge (nobility and royalty) identifies the clan and family of the heraldry. Elves native to the Vesve succeed automatically.)

APL 4 (EL 4)

➤ **Grugach Warrior:** male wild elf Bbn1, Ftr1; CR 2; Medium-size Humanoid; HD 1d10+1d12+2; hp 20; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); BA/G: +2/+4; Atks +4 melee (1d12+3/crit x3, greataxe), or +3 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement; AL CN; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +4, Intimidate +4, Listen +4, Survival +4. **Feats:** Improved Sunder, Power Attack.

SA: *Rage (Ex)*–1/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds.

Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Possessions: greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

APL 6 (EL 6)

➤ **Grugach Warrior:** male wild elf Bbn2, Ftr1; CR 3; Medium-size Humanoid; HD 1d10+2d12+3; hp 28; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); BA/G: +3/+5; Atks +5 melee (1d12+3/crit x3, greataxe), or +4 ranged (1d8 +2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN; SV Fort +6, Ref +1, Will +2; Str 15, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +4, Intimidate +5, Listen +5, Survival +5. **Feats:** Improved Sunder, Iron Will, Power Attack.

SA: *Rage (Ex)*–1/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC.

Possessions: Greataxe, mighty darkwood longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

APL 8 (EL 8)

➤ **Grugach Warrior:** male wild elf Bbn3, Ftr2; CR 5; Medium-size Humanoid; HD 2d10+3d12+5; hp 43; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); BA/G: +5/+8; Atks +9 melee (1d12+4/crit x3, greataxe), or +6 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge, trap sense; AL CN; SV Fort +7, Ref +2, Will +3; Str 16, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +6, Intimidate +6, Listen +6, Survival +6. **Feats:** Improved Sunder, Iron Will, Power Attack, Weapon Focus (greataxe).

SA: *Rage (Ex)*–2/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds.

Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge (Ex)*–Dex bonus to AC; *Trap Sense (Ex)*– Grugach Warrior has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Possessions: Greataxe, mighty darkwood longbow [+2], quiver w/20 arrows, chain shirt, potion of cure moderate wounds, flask of oil (x2), torch (x2), tinderbox, large sack.

APL 10 (EL 10)

➤ **Grugach Warrior:** male wild elf Bbn3, Ftr4; CR 7; Medium-size Humanoid; HD 4d10+3d12+7; hp 57; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); BA/G: +7/+10; Atk +12 melee (1d12+6/crit x3, greataxe), or +8 ranged (1d8+2/crit x3, longbow); Full Atk +11/+6 melee (1d12+6/crit x3, greataxe), or +8/+3 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge, trap sense; AL CN; SV Fort +8, Ref +3, Will +4; Str 16, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +8, Intimidate +6, Listen +6, Survival +6. *Feats:* Blind-Fight, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

SA: *Rage (Ex)*–2/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC; *Trap Sense (Ex)*–Grugach Warrior has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Possessions: Greataxe, mighty darkwood longbow [+2], quiver w/20 arrows, chain shirt, potion of cure moderate wounds, flask of oil (x2), torch (x2), tinderbox, large sack.

APL 12 (EL 12)

☛ **Grugach Warrior:** male wild elf Bbn5, Ftr4; CR 9; Medium-size Humanoid; HD 4d10+5d12+18; hp 82; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); BA/G: +9/+12; Atk +13 melee (1d12+6/crit x3, greataxe), or +10 ranged (1d8+2/crit x3, longbow); Full Atk +13/+8 melee (1d12+6/crit x3, greataxe), or +10/+5 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN; SV Fort +10, Ref +3, Will +4; Str 16, Dex 12, Con 14, Int 8, Wis 11, Cha 10.

Skills: Climb +8, Intimidate +8, Listen +8, Survival +8. *Feats:* Blind-Fight, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

SA: *Rage (Ex)*–2/day, Grugach Warrior can fly into a screaming blood frenzy for 7 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC, can't be flanked; *Trap Sense (Ex)*–Grugach Warrior has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Possessions: Greataxe, mighty darkwood longbow [+2], quiver w/20 arrows, chain shirt, potion of cure moderate wounds, flask of oil (x2), torch (x2), tinderbox, large sack.

Encounter Seven

☛ **Talus Wintershale:** male High elf Clr12; CR 12; Medium-size Humanoid; HD 12d8+12; hp 75; Init +2 (Dex); Spd 30 ft; AC 12 (+2 Dex); BA/G: +9/+8; Atks +9 melee (1d3-1, unarmed strike); SA turn undead; SQ elven traits; AL CG; SV Fort +9, Ref +6, Will +13; Str 8, Dex 15, Con 12, Int 15, Wis 20, Cha 14.

Skills: Bluff +5, Concentration +8, Diplomacy +19, Intimidate +4, Knowledge (arcane) +9, Knowledge (history) +9, Knowledge (religion) +9, Sense Motive +7, Spellcraft +17. *Feats:* Craft Wondrous Item, Extra Turning, Improved Turning, Negotiator, Persuasive.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Possessions: clerical robe.

Personality Traits: Devious, crotchety, old.

Physical Description: Talus is tall, and rail thin, and his advancing age is obvious. He wears stained and torn robes of a cleric of Corellon Larethian.

Spells Prepared (6/6+1/5+1/5+1/4+1/4+1/2+1; base DC = 15 + spell level): 0—*create water*, *detect magic*, *detect poison* (x2), *guidance*, *purify food and drink*; 1st—~~*endure elements*~~ (x4), *entopic shield*, *Nystul's magic aura**, *remove fear*; 2nd—*lesser restoration* (x3), *shield other**, *silence*, ~~*status*~~; 3rd—~~*create food and water*~~, *daylight*, *dispel magic**, *invisibility purge*, *remove disease*; 4th—*inflict critical* (x4), *spell immunity**, 5th—*break enchantment* (x2), *disrupting weapon*, *slay living*, *spell resistance**, 6th—*greater dispel*, *heal*.

*Domain spell, †Requires material component or divine focus. *Domains:* Magic, Protection.

APL 4 (EL 7)

☛ **Grugach Guard:** male wild elf Bbn1, Ftr1; CR 2; Medium-size Humanoid; HD 1d10+1d12+2; hp 20; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); BA/G: +2/+4; Atks +4 melee (1d12+3/crit x3, greataxe), or +3 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement; AL CN; SV Fort +5, Ref +1, Will +0; Str 15, Dex 13, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +4, Intimidate +4, Listen +4, Survival +4. *Feats:* Improved Sunder, Power Attack.

SA: *Rage (Ex)*–1/day, Grugach Guard can fly into a screaming blood frenzy for 6 rounds. Grugach Guard gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Guard is winded.

SQ: *Elven Traits (Ex)*—Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Possessions: greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

☛ **Gúlam:** male wild elf Clr6; CR 6; Medium-size Humanoid; HD 6d8+6; hp 37; Init +2 (Dex); Spd 20 ft; AC 18 (+5 breastplate, +2 Dex, +1 shield); BA/G: +4/+4; Atks +4 melee (1d8/19-20 crit, long sword), or +7 ranged (1d8/crit x3, longbow); SA turn undead or plants; SQ elven traits; AL CN; SV Fort +8, Ref +6, Will +10; Str 10, Dex 15, Con 13, Int 10, Wis 17, Cha 12.

Skills: Concentration +10, Spellcraft +9. *Feats:* Blind-fight, Silent Spell, Spell Focus (conjunction), Weapon Focus (longbow).

SQ: *Elven Traits (Ex)*—Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Possessions: long sword, longbow, quiver w/20 arrows, breastplate, buckler, holy symbol of Solonor Thelandira (x2), *cloak of resistance* +2.

Personality Traits: Fanatical

Physical Description: Gúlam is a short wild elf with unkempt black hair. He wears greasy furs over a dirty breastplate.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level, 14 + spell level for conjunction): 0—*create water* (x2), *detect magic* (x2), *guidance*, 1st—*bless*, *entangle**, *entopic shield*, *protection from evil*, *summon monster I*; 2nd—*barkskin**, *hold person*, *resist energy*, *silence*, *summon monster II*; 3rd—*dispel magic*, ~~*magic vestment*~~*, *remove blindness/deafness*, *summon monster III*.

*Domain spell. *Domains:* Plant, War.

APL 6 (EL 9)

☛ **Grugach Guard:** male wild elf Bbn1, Ftr1, Rgr2; CR 4; Medium-size Humanoid; HD 2d8+1d10+1d12+8; hp 36; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); BA/G: +4/+6; Atks +7 melee (1d12+3/crit x3, masterwork greataxe), or +5 ranged (1d8+2/crit x3, longbow); Full Atk +6 melee (1d12+3/crit x3, greataxe), or +3/3 ranged (1d8+2/crit x3, longbow); SA rage, favored enemy (human); SQ elven traits, fast movement, wild empathy; AL CN; SV Fort +9, Ref +4, Will +0; Str 15, Dex 13, Con 14, Int 8, Wis 11, Cha 10.

Skills: Climb +4, Intimidate +4, Knowledge (geography) +6, Listen +4, Spot +3, Survival +4. *Feats:* Improved Sunder, Power Attack, Point Blank Shot, Rapid Shot, Track.

SA: *Rage (Ex)*—1/day, Grugach Guard can fly into a screaming blood frenzy for 6 rounds.

Grugach Guard gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Guard is winded.

SQ: *Elven Traits (Ex)*—Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Possessions: masterwork greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack, *potion of shield of faith* +2.

☛ **Gúlam:** male wild elf Clr7/Thm1; CR 8; Medium-size Humanoid; HD 1d4+7d8+8; hp 47; Init +2 (Dex); Spd 20 ft; AC 18 (+5 breastplate, +2 Dex, +1 shield); BA/G: +5/+5; Atks +5 melee (1d8/19-20 crit, long sword), or +8 ranged (1d8/crit x3, longbow); SA turn undead or plants; SQ elven traits, improved ally; AL CN; SV Fort +8, Ref +6, Will +13; Str 10, Dex 15, Con 13, Int 10, Wis 18, Cha 12.

Skills: Concentration +12, Spellcraft +11. *Feats:* Blind-fight, Silent Spell, Spell Focus (conjunction), Weapon Focus (longbow).

SQ: *Elven Traits (Ex)*—Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Possessions: long sword, longbow, quiver w/20 arrows, breastplate, buckler, holy symbol of Solonor Thelandira (x2), *cloak of resistance* +2, *potion of shield of faith* +2.

Personality Traits: Fanatical

Physical Description: Gúlam is a short wild elf with unkempt black hair. He wears greasy furs over a dirty breastplate.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level, 15 + spell level for conjunction): 0—*create water* (x2), *detect magic* (x2), *detect poison*, *guidance*, 1st—*bless*, *entangle**, *entopic shield*, *protection from evil*, *shield of faith*, *summon monster I*; 2nd—*barkskin**, *hold person*, *resist energy*, *silence*, *summon monster II*; 3rd—*dispel magic*, *invisibility purge*, ~~*magic vestment*~~*, *remove blindness/deafness*, *summon monster III*; 4th—*air walk*, *silent dispel magic*, *divine power**, *summon monster IV*.

*Domain spell. *Domains:* Plant, War.

APL 8 (EL 11)

☛ **Grugach Guard:** male wild elf Bbn1, Ftr1, Rgr3, HznWkr1; CR 6; Medium-size Humanoid; HD 4d8+1d10+1d12+12; hp 50; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); BA/G: +6/+8; Atks +10 melee (1d12+4/crit x3, +1 greataxe), or +7 ranged (1d8+2/crit x3, longbow); Full Atk +10/+5 melee (1d12+4/crit x3, +1 greataxe), or +5/+5/+0 ranged (1d8+2/crit x3, longbow); SA rage, favored enemy

(human); SQ elven traits, fast movement, wild empathy, terrain mastery (forest); AL CN; SV Fort +11, Ref +4, Will +1; Str 15, Dex 13, Con 14, Int 8, Wis 11, Cha 10.

Skills: Climb +4, Hide +5, Intimidate +4, Knowledge (geography) +7, Listen +7, Spot +8, Survival +4. **Feats:** Endurance, Improved Sunder, Power Attack, Point Blank Shot, Rapid Shot, Track, Weapon Focus (greataxe).

SA: *Rage (Ex)*–1/day, Grugach Guard can fly into a screaming blood frenzy for 6 rounds. Grugach Guard gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Guard is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows, *Terrain Mastery*– Grugach Guard has a +4 competence bonus on Hide checks. Grugach Guard gains a +1 insight bonus on attack and damage rolls against forest creatures.

Possessions: +1 greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack, tanglefoot bag, *potion of shield of faith* +2.

☛ **Gúlam:** male wild elf Clr7/Thm3; CR 10; Medium-size Humanoid; HD 3d4+7d8+10; hp 52; Init +2 (Dex); Spd 20 ft; AC 19 (+6 breastplate, +2 Dex, +1 shield); BA/G: +6/+6; Atks +6 melee (1d8/19-20 crit, long sword), or +9 ranged (1d8/crit x3, longbow); Full Atk +6/+1 melee (1d8/19-20 crit, long sword), or +9/+4 ranged (1d8/crit x3, longbow); SA turn undead or plants; SQ elven traits, improved ally, extended *summoning*, AL CN; SV Fort +9, Ref +7, Will +14; Str 10, Dex 15, Con 13, Int 10, Wis 18, Cha 12.

Skills: Concentration +14, Spellcraft +13. **Feats:** Augment Summoning, Blind-fight, Silent Spell, Spell Focus (conjunction), Quicken Spell, Weapon Focus (longbow).

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows; *Extended Summoning*–All spells from the summoning subschool that Gúlam casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however.

Possessions: long sword, longbow, quiver w/20 arrows, +1 breastplate, buckler, holy symbol of Solonor Thelandira (x2), *cloak of resistance* +2, *elixir of vision*, *potion of shield of faith* +2.

Personality Traits: Fanatical

Physical Description: Gúlam is a short wild elf with unkempt black hair. He wears greasy furs over a dirty breastplate.

Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; base DC = 14 + spell level, 15 + spell level for conjuration): 0—*create water* (x2), *detect magic* (x2), *detect poison*, *guidance*, 1st—*entangle**, *entopic shield*, *protection from evil*, *remove fear*, *shield of faith*, *summon monster I*; 2nd—*barkskin**, *hold person*, *lesser restoration*, *resist energy*, *silence*, *summon monster II*; 3rd—*dispel magic*, *invisibility purge*, ~~*magic vestment*~~*, *remove blindness/deafness*, *summon monster III*; 4th—*air walk*, *dismissal*, *silent dispel magic*, *divine power**, *summon monster IV*; 5th—*quicken* *bleed*, *bear's heart*, *wall of thorns**.

*Domain spell. **Domains:** Plant, War.

APL 10 (EL 13)

☛ **Grugach Guard:** male wild elf Bbn1, Ftr1, Rgr3, HznWkr3; CR 8; Medium-size Humanoid; HD 6d8+1d10+1d12+16; hp 64; Init +2 (Dex); Spd 40 ft; AC 16 (+4 chain shirt, +2 Dex); BA/G: +8/+10; Atks +11 melee (1d12+4/crit x3, +1 greataxe), or +10 ranged (1d8+2/crit x3, longbow); Full Atk +11/+6 melee (1d12+3/crit x3, +1 greataxe), or +8/+8/+3 ranged (1d8+2/crit x3, longbow); SA rage, favored enemy (human); SQ elven traits, fast movement, wild empathy, terrain mastery (forest, hills, plains); AL CN; SV Fort +12, Ref +5, Will +2; Str 15, Dex 14, Con 14, Int 8, Wis 11, Cha 10.

Skills: Climb +4, Hide +6, Intimidate +4, Knowledge (geography) +7, Listen +14, Spot +15, Survival +4. **Feats:** Endurance, Improved Sunder, Power Attack, Point Blank Shot, Rapid Shot, Track, Weapon Focus (greataxe).

SA: *Rage (Ex)*–1/day, Grugach Guard can fly into a screaming blood frenzy for 6 rounds. Grugach Guard gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Guard is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows, *Terrain Mastery*– Grugach Guard has a +4 competence bonus on Hide, Listen, and Spot checks. Grugach Guard gains a +1 insight bonus on attack and damage rolls against forest, hills, and plains creatures.

Possessions: +1 greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack, tanglefoot bag, *potion of shield of faith* +2.

☛ **Gúlam:** male wild elf Clr7/Thm5; CR 12; Medium-size Humanoid; HD 5d4+7d8+12; hp 60; Init +3 (Dex);

Spd 20 ft; AC 20 (+6 breastplate, +3 Dex, +1 shield); BA/G: +7/+7; Atks +7 melee (1d8/19-20 crit, long sword), or +11 ranged (1d8/crit x3, longbow); Full Atk +7/+2 melee (1d8/19-20 crit, long sword), or +11/+6 ranged (1d8/crit x3, longbow); SA turn undead or plants, contingent conjuration; SQ elven traits, improved ally, extended *summoning*, planar cohort; AL CN; SV Fort +9, Ref +7, Will +15; Str 10, Dex 16, Con 13, Int 10, Wis 18, Cha 12.

Skills: Concentration +20, Spellcraft +15. **Feats:** Augment Summoning, Blind-fight, Combat Casting, Silent Spell, Spell Focus (conjuration), Quicken Spell, Weapon Focus (longbow).

SA: Contingent Conjuration (Sp)—Gúlam can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the *contingency* spell, including having Gúlam cast the summoning or calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjuration may fail when triggered. The conjuration spell occurs based solely on the stated conditions, regardless of whether Gúlam wants it to, although most conjurations can be dismissed normally. Gúlam can have only one contingent conjuration active at a time.

SQ: Elven Traits (Ex)—Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows; *Extended Summoning*—All spells from the summoning subschool that Gúlam casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however.

Possessions: long sword, longbow, quiver w/20 arrows, +1 breastplate, buckler, holy symbol of Solonor Thelandira (x2), *cloak of resistance +2*, *potion of shield of faith +2*.

Personality Traits: Fanatical

Physical Description: Gúlam is a short wild elf with unkempt black hair. He wears greasy furs over a dirty breastplate.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 14 + spell level, 15 + spell level for conjuration): 0—*create water* (x2), *detect magic* (x2), *detect poison*, *guidance*, 1st—*entangle**, *entopic shield*, *obscuring mist*, *protection from evil*, *remove fear*, *shield of faith*, *summon monster I*; 2nd—*barkskin**, *hold person*, *lesser restoration*, *resist energy*, *silence*, *summon monster II*; 3rd—*dispel magic*, *invisibility purge*, ~~*magic*~~—~~*vestment*~~*, *prayer*, *remove*

blindness/deafness, *summon monster III*; 4th—*air walk*, *dismissal*, *silent dispel magic*, *divine power**; *summon monster IV*; 5th—*quicken bless*, *summon monster V*, *bear's heart*, *wall of thorns**; 6th—*fire seeds**, *quicken resist energy*, *summon monster VI*.

*Domain spell. *Domains:* Plant, War.

☛ **Tundyr:** male earth mephit, advanced; CR 5; Medium-size Outsider (Earth, Extraplanar); HD 7d8+17; hp 50; Init -2 (Dex); Spd 20 ft., fly 30 ft. (average); AC 19 (+5 breastplate, -2 Dex, +6 natural); BA/G: +7/+7; Atks +12 melee (1d4+5, claw) or +5 ranged (1d6+5, throwing axe); Full Atk +12/+12 melee (1d4+5, 2 claws) or +5/+0 ranged (1d6+5, throwing axe); SA Breath weapon, spell-like abilities, *summon mephit*; SQ Change size, damage reduction 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +6, Ref +2, Will +4; Str 21, Dex 6, Con 15, Int 6, Wis 11, Cha 15.

Skills: Bluff +10, Escape Artist +8, Hide +4, Diplomacy +4, Disguise +14 (+16 acting), Intimidate +4, Listen +12, Move Silently +4, Spot +12, Use Rope -2 (+0 with bindings). **Feats:** Alertness, Power Attack, Toughness.

SA: Breath Weapon (Su)—15-foot cone of rock shards and pebbles, damage 1d8, Reflex DC 14 half. The save DC is Constitution-based and includes a +1 racial bonus; *Spell-Like Abilities:* 1/day—*soften earth and stone*. Caster level 6th; *Change Size (Sp)*—Once per hour, Tundyr can magically change its size. This works just like an *enlarge person* spell, except that the power works only on Tundyr. This is the equivalent of a 2nd-level spell; *Summon Mephit (Sp)*—Once per day, Tundyr can attempt to summon another earth mephit, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

SQ: Fast Healing (Ex)—Tundyr heals only if it is underground or buried up to its waist in earth.

Possessions: masterwork breastplate, throwing axe (x4), disguise kit, tanglefoot bag, antitoxin, thunderstone, smokestick, *elixir of vision*, *dark blue rhomboid ioun stone*.

Personality Traits: Slow, thorough, loyal.

Physical Description: Tundyr appears as a dwarf wearing a breastplate and carrying axes given to him by his master. His master encourages him to use his disguise skill to enhance his appearance as a dwarf to confuse enemies.

APL 12 (EL 15)

➤ **Grugach Guard:** male wild elf Bbn2, Ftr1, Rgr3, HznWkr4; CR 10; Medium-size Humanoid; HD 7d8+1d10+2d12+20; hp 80; Init +2 (Dex); Spd 40 ft; AC 16 (+4 chain shirt, +2 Dex); BA/G: +10/+13; Atks +14 melee (1d12+5/crit x3, +1 *greataxe*), or +12 ranged (1d8+2/crit x3, longbow); Full Atk +14/+9 melee (1d12+4/crit x3, +1 *greataxe*), or +10/+10/+5 ranged (1d8+2/crit x3, longbow); SA rage, favored enemy (human); SQ elven traits, fast movement, wild empathy, terrain mastery (desert, forest, hills, plains), uncanny dodge; AL CN; SV Fort +14, Ref +5, Will +2; Str 16, Dex 14, Con 14, Int 8, Wis 11, Cha 10.

Skills: Climb +5, Hide +7, Intimidate +4, Knowledge (geography) +7, Listen +17, Spot +17, Survival +4. **Feats:** Endurance, Improved Sunder, Manyshot, Power Attack, Point Blank Shot, Rapid Shot, Track, Weapon Focus (*greataxe*).

SA: *Rage (Ex)*—1/day, Grugach Guard can fly into a screaming blood frenzy for 6 rounds. Grugach Guard gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Guard is winded.

SQ: *Elven Traits (Ex)*—Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows, *Terrain Mastery*—Grugach Guard has a +4 competence bonus on Hide, Listen, and Spot checks. Grugach Guard gains a +1 insight bonus on attack and damage rolls against desert, forest, hills, and plains creatures. Grugach Guard resist effects that tire him. Grugach Guard is immune to fatigue, and anything that would cause him to become exhausted makes him fatigued instead; *Uncanny Dodge (Ex)*—Grugach Guard retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: +1 *greataxe*, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack, tanglefoot bag, *potion of shield of faith* +2.

➤ **Gúlam:** male wild elf Clr9/Thm5; CR 14; Medium-size Humanoid; HD 5d4+9d8+14; hp 72; Init +3 (Dex); Spd 20 ft; AC 20 (+6 breastplate, +3 Dex, +1 shield); BA/G: +8/+8; Atks +8 melee (1d8/19-20 crit, long sword), or +12 ranged (1d8/crit x3, longbow); Full Atk +8/+3 melee (1d8/19-20 crit, long sword), or +12/+7 ranged (1d8/crit x3, longbow); SA turn undead or plants, contingent conjuration; SQ elven traits, improved ally, extended *summoning*, planar cohort; AL CN; SV Fort +10, Ref +8, Will +16; Str 10, Dex 16, Con 13, Int 10, Wis 18, Cha 12.

Skills: Concentration +22, Listen +6, Spellcraft +17, Spot +6. **Feats:** Alertness, Augment Summoning, Blind-fight, Combat Casting, Silent Spell, Spell Focus (conjuration), Quicken Spell, Weapon Focus (longbow).

SA: *Contingent Conjuration (Sp)*—Gúlam can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the *contingency* spell, including having Gúlam cast the summoning or calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjuration may fail when triggered. The conjuration spell occurs based solely on the stated conditions, regardless of whether Gúlam wants it to, although most conjurations can be dismissed normally. Gúlam can have only one contingent conjuration active at a time.

SQ: *Elven Traits (Ex)*—Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows; *Extended Summoning*—All spells from the summoning subschool that Gúlam casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however.

Possessions: long sword, longbow, quiver w/20 arrows, +1 *breastplate*, buckler, holy symbol of Solonor Thelandira (x2), *cloak of resistance* +2, *dark blue rhomboid ioun stone*, *potion of shield of faith* +2, *meta-magic rod: enlarge*.

Personality Traits: Fanatical

Physical Description: Gúlam is a short wild elf with unkempt black hair. He wears greasy furs over a dirty breastplate.

Spells Prep'd 6/6+1/6+1/5+1/5+1/3+1/3+1/2+1; base DC = 14 + spell level, 15 + spell level for conjuration): 0—*create water* (x2), *detect magic* (x2), *detect poison*, *guidance*, 1st—*entangle**, *entopic shield*, *obscuring mist*, *protection from evil*, *remove fear*, *shield of faith*, *summon monster I*; 2nd—*barkskin**, *hold person*, *lesser restoration* (x2), *resist energy*, *silence*, *summon monster II*; 3rd—*dispel magic*, *invisibility purge*, ~~*magic vestment*~~*, *prayer*, *remove blindness/deafness*, *summon monster III*; 4th—*air walk*, *dismissal*, *silent dispel magic*, *divine power**, *recitation*, *summon monster IV*; 5th—*quicken blessing*, *summon monster V*, *bear's heart*, *wall of thorns**, 6th—*fire seeds**, *heal*, *quicken resist energy*, *summon monster VI*; 7th—*animate plants**, *repulsion*, *summon monster VII*

*Domain spell. *Domains*: Plant, War.

🔥 **Elder Earth Elemental, Advanced**: CR 13; Huge-size Outsider (Earth, Extraplanar); HD 32d8+160; hp 308; Init -1 (-1 Dex); Spd 30 ft.; AC 22 (-2 size, -1 Dex, +15 natural); BA/G: +24/+44, Atks +34 melee (4d8+12/19-20, slam); Full Atk +34/+34 melee (4d8+12/19-20, 2 slams); Face/Reach: 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +23, Ref +10, Will +14; Str 34, Dex 8, Con 21, Int 10, Wis 12, Cha 11.

Skills: Listen +38, Spot +38. *Feats*: Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack, Improved Sunder, Iron Will, Power Attack, Power Critical.

SA: *Earth Mastery (Ex)*—An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.); *Push (Ex)*—An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

SQ: *Earth Glide (Ex)*—An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save; *Elemental* – Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Physical Description: The elemental summoned by the Sleeper Under the Earth looks much like a Dire Bear made of dirt and rock.

🔥 **Tundyr**: male bralani eladrin, advanced; CR 6; Medium-size Outsider (Chaotic, Eladrin, Extraplanar, Good); HD 7d8+21; hp 52; Init +8 (Dex); Spd 40 ft., fly 100 ft. (perfect); AC 24 (+4 chain shirt, +4 Dex, +6 natural); BA/G: +7/+11; Atks +12 melee (1d6+4/18-20 crit, +1 *holy scimitar*) or +12 ranged (1d8+5/crit x3, +1 *holy composite longbow mighty +4*) or +11 melee (1d6+4, slam); Full Atk +12/+7 melee (1d6+4/18-20 crit, +1 *holy scimitar*) or +12/+7 ranged (1d8+5/crit x3, +1 *holy composite longbow mighty +4*) or +11 melee (1d6+4, slam); SA Spell-like abilities, whirlwind blast; SQ Alternate form, damage reduction 10/cold iron or

evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, spell resistance 17, tongues; AL CG; SV Fort +8, Ref +9, Will +7; Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 14.

Skills: Concentration +13, Diplomacy +4, Escape Artist +14, Handle Animal +11, Hide +12, Jump +11, Listen +14, Move Silently +14, Ride +6, Sense Motive +12, Spot +14, Tumble +14, Use Rope +4 (+6 with bindings). *Feats*: Alertness, Blind-fight, Improved Initiative.

SA: *Spell-Like Abilities*: At will—*blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*; 2/day—*lightning bolt* (DC 15), *cure serious wounds* (DC 15). Caster level 6th; *Whirlwind blast (Su)*—When in whirlwind form, Tundyr can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 16 half). The save is Constitution based.

SQ: *Alternate Form (Su)*—Tundyr can shift between his humanoid and whirlwind as a standard action. In humanoid form he cannot fly or use his whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, Tundyr can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities. Tundyr remains in one form until he chooses to assume a new one. A change in form cannot be dispelled, nor does Tundyr revert to a particular form when killed. A *true seeing* spell however, reveals both forms, simultaneously.

Possessions: chain shirt, *elixir of vision*.

Personality Traits: Feral, furious, loyal.

Physical Description: Tundyr appears as a short stocky elf with silver hair wearing a chain shirt given to him by his master.

Appendix #2: New Rules

New Creatures

Spirit of the Land

Reference: Monster Manual II, page 189, updated for 3.5.

	Huge Fey (Incorporeal)
Hit Dice:	20d6+200 (270 hp)
Initiative:	+1
Speed:	Fly 60 ft. (perfect)
Armor Class:	16 (-2 size, +1 Dex, +7 deflection), touch 16, flat-footed 15
Base	None
Attack/Grapple:	
Attack:	None
Full Attack:	None
Space/Reach:	15 ft./15 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	All-around vision, DR 10/-, elemental manifestation, fast healing 10, incorporeal subtype, low-light vision, natural invisibility, telepathy, SR 34
Saves:	Fort +16, Ref +13, Will +16
Abilities:	Str -, Dex 13, Con 30, Int 20, Wis 19, Cha 25
Skills:	Concentration +33, Diplomacy +32, Hide +16, Knowledge (geography) +28, Knowledge (nature) +30, Listen +27, Search +28, Sense Motive +27, Spellcraft +28, Spot +27, Survival +28
Feats:	Cleave*, Dodge, Combat Expertise ^B , Dodge ^B , Great Cleave*, Improved Bull Rush*, Improved Disarm, Improved Sunder*, Improved Trip*, Mobility, Power Attack* ^B
Environment:	Any
Organization:	Solitary
Challenge Rating:	23
Treasure:	None
Alignment:	Always neutral
Advancement:	21-30 HD (Huge), 31-60 HD (Gargantuan)
Level Adjustment:	-

A spirit of the land is a powerful force of nature that lies dormant until the area it guards is threatened. Each inhabits a particular geographical area, existing as a living part of the land. A spirit of the land usually assumes dominion over a small valley, a river, a desert, or some other bounded geographical feature. These creatures dwell in all regions of the world, and more than one can exist within the same area, each concerned with a particular aspect of the terrain.

In its natural form, a spirit of the land is an invisible and intangible force. It appears to be shapeless mist to creatures that can see invisible things. When it wishes to manifest a physical form, a spirit of the land can assume the shape of a humanoid, animal, or elemental of its own size composed of one particular element—air, earth, fire, or water.

Spirits of the land are always aware of what transpires in their territories, and they punish all who would ravage or defile them. They get along well with druids as well as with races that respect the land.

Spirits of the land speak Common, Elven, Dwarven, and most goblinoid languages. They can also speak telepathically with speakers of other languages.

Combat

In combat, a spirit of the land prefers to strike invisibly, using its command over weather, nature, and the elements to destroy its enemies. Opponents may find themselves confronted by an earthquake, followed by a rain of lightning bolts accompanied by hurricane force winds. A spirit attacks relentlessly, coordinating its actions to keep foes off balance while remaining unseen. To fight in melee, a spirit of the land must manifest an elemental form. In this shape, it usually focuses on destroying one foe before moving on to the next.

Spell-Like Abilities: At will—*chain lightning, chill metal, cone of cold, control water, control weather, control winds, create water, earthquake, fire storm, fog cloud, heat metal, ice storm, incendiary cloud, lightning bolt, move earth, produce flame, quench, sleet storm, solid fog, soften earth and stone, spike stones, stone shape, wall of fire, wall of ice, wall of stone, whirlwind, wind wall*. Caster level 20th; save DC 17+ spell level.

All-Around Vision (Ex): A spirit of the land is a part of all terrain that surrounds it, so it sees from all directions at once. Because of this ability, it gains a +4 racial bonus on Search and Spot checks, and it cannot be flanked, regardless of its form.

Elemental Manifestation (Su): Once per day, a spirit of the land can assume a form composed of elemental material (air, earth, fire, or water), so long as that element exists in some form on its terrain. In elemental form, a spirit of the land is no longer invisible, or incorporeal. It gains the element-specific qualities noted in the appropriate manifestation section below and loses the benefits of the incorporeal subtype. Should a spirit of the land's elemental manifestation be destroyed, the monster dissipates but is not slain. A dissipated spirit of the land must wait 24 hours before it can use any of its abilities again.

When a spirit of the land is manifested, the following changes are in effect: AC 19, touch 9, flat-footed, 18, Atk +14 melee (2d8+6, 2 slams); SQ DR 15/-, Str 23.

Incorporeal Subtype: In its incorporeal form, a spirit of the land can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. An incorporeal spirit of the land can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal spirit of the land always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Natural Invisibility (Su): An incorporeal spirit of the land remains invisible even when it attacks. This ability is always active, but the monster can suppress or resume it as a free action.

Telepathy (Su): A spirit of the land can communicate telepathically with any creature within 5 miles that has a language.

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature.

Feats: *A spirit of the land has access to the feats marked with an asterisk only while it is manifested.

Air Manifestation

To manifest as air, a spirit of the land must have a windy valley, breezy seashore, or the like in its terrain. In this form, it gains the following abilities.

Air Mastery (Ex): Any airborne creatures take a –1 penalty on attack and damage rolls made against a spirit of the land manifested as air.

Flight (Ex): A spirit of the land manifested as air is naturally buoyant. At will as a free action, it can produce an effect like that of the *fly* spell (caster level 5th), except that the effect only applies to itself. The ability gives it a fly speed of 120 feet (perfect).

Earth Manifestation

An earth manifestation simply requires any type of land. In this form, a spirit of the land gains the following ability.

Earth Mastery (Ex): A spirit of the land manifested as earth gains a +1 bonus on attack and damage rolls if its foe is touching the ground.

Fire Manifestation

A fire manifestation requires a volcanic region, hot spring, or the like on the spirit of the land's terrain. In this form, it gains the following abilities.

Burn (Ex): Any creature hit by the slam attack of a spirit of the land manifested as fire, or that hits the monster with a natural weapon or unarmed attack, must succeed on a Reflex save (DC 30) or catch on fire. The fire burns for 1d4 rounds.

Fire Subtype (Ex): A spirit of the land manifested as fire is immune to fire damage but takes double damage from cold unless a saving throw for half damage is allowed. In that case, the creature takes half damage on a successful save and double damage on a failure.

Water Manifestation

To manifest as water, a spirit of the land must have a river, lake, pond, or other waterway in its terrain. In this form, it gains the following abilities.

Swim (Ex): A spirit of the land manifested as water can swim at a speed of 60 feet.

Water Mastery (Ex): A spirit of the land manifested as water gains a +1 bonus on attack and damage rolls if its opponent is touching water.

Wood Sprite

A New Creature

	Small Fey
Hit Dice:	1d6 (3 hp)
Initiative:	+4
Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12
Base	+0/−6
Attack/Grapple:	
Attack:	Dagger +5 melee (1d3−2)
Full Attack:	Dagger +5 melee (1d3−2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 5/cold iron, low-light vision, spell resistance 14, wild empathy
Saves:	Fort +0, Ref +6, Will +5
Abilities:	Str 6, Dex 19, Con 10, Int 12, Wis 17, Cha 16
Skills:	Handle Animal +7, Heal +7, Hide +8, Knowledge (nature) +5, Listen +9*, Spot +9*, Survival +7
Feats:	Dodge ^B , Weapon Finesse
Environment:	Temperate forest
Organization:	Gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating:	1
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral good
Advancement:	2–3 HD (Small)
Level Adjustment:	+3

This being looks much like a short elf whose skin looks much like the rough bark of a hickory tree. Its clothes appear to be sewn from leaves.

Wood sprites are reclusive fey that enhance the natural growth of the woods in which they dwell. While they despise evil, they often shy away from direct confrontation. Instead, they attempt to use tricks and natural traps to protect their homelands. If presented with many enemies, they often attempt to enlist the aid of their animal neighbors. Most wood sprites are slim and comely, with pale brown skin reminiscent of bark and dark brown hair. Wood sprites prefer not to leave their forests. A wood sprite stands about 3 feet tall and weighs about 30 pounds. Wood sprites speak Common and Sylvan.

Combat

Wood sprites fight their opponents with spell-like abilities and pint-sized weaponry. They prefer ambushes and other trickery over direct confrontation.

Spell-Like Abilities: 3/day—*entangle* (DC 14), *plant growth*, *speak with animals*, *speak with plants*, *tree stride*. Caster level 6th. The save DCs are Charisma-based.

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature, except that a wood sprite has a +6 racial bonus on the check.

Skills: All sprites have a +2 racial bonus on Search, Spot, and Listen checks.

New Feats

Power Critical

Reference: Masters of the Wild, page 24.

Choose one weapon, such as a longsword or greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Improved critical with weapon, base attack bonus +12, proficiency with weapon.

Benefit: Once per day, you can declare a single melee attack with your chosen kind of weapon to be an automatic threat before you make the attack roll. If the attack is successful, you roll to confirm the critical, regardless of whether the actual attack roll was a threat.

Special: You can take this feat multiple times. Each time you do, it applies to a new kind of weapon. You may use this ability only once per day per kind of weapon to which it applies.

New Prestige Classes

DEEPWOOD SNIPER

Reference: Masters of the Wild, page 52.

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Keen arrows, range increment bonus +10 ft./level
2 nd	+2	+0	+3	+0	Concealment reduction 10%, <i>magic weapon</i> , projectile improved critical +1
3 rd	+3	+1	+3	+1	Safe poison use
4 th	+4	+1	+4	+1	Take aim +2
5 th	+5	+1	+4	+1	Consistent aim 1/day
6 th	+6	+2	+5	+2	Concealment reduction 20%, <i>keen edge</i>
7 th	+7	+2	+5	+2	Consistent aim 2/day, projectile improved critical +2
8 th	+8	+2	+6	+2	Take aim +4
9 th	+9	+3	+6	+3	Consistent aim 3/day
10 th	+10	+3	+7	+3	Concealment reduction 30%, <i>true strike</i>

Hit Die: d8

Requirements:

Base Attack Bonus: +5

Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks

Feats: Far shot, Point Blank Shot, Weapon Focus (any bow or crossbow)

Class Skills:

Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features:

Weapon and Armor Proficiency: Deepwood snipers gain no weapon or armor proficiencies. All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19-20 instead of 20. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus a 10th-level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet x 1.5 + 100 feet).

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with normal concealment. Her miss chance drops by an additional 10% per four deepwood sniper levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a *magic weapon* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1. Thus, an arrow that normally deals x3 damage on a critical hit instead does x4 damage in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

Safe Poison Use (Ex): At 3rd level, a deepwood sniper can use poison without any chance of poisoning herself (see Perils of Using Poison in Chapter 8 of the *Dungeon Master's Guide*).

Take Aim (Ex): A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost. No additional benefit exists for spending more than 1 round aiming. This bonus increases to +4 at 8th level.

Consistent Aim (Su): Once per day, a 5th level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

True Strike (Sp): At 10th level, the deepwood sniper can produce an effect identical to that of a *true strike* spell cast by a cleric of her deepwood sniper level. This ability is useable once per day on projectile weapons only.

FOE HUNTER

Reference: Masters of the Wild, page 56.

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	Hated enemy, rancor +1d6
2 nd	+1	+3	+3	+0	Hated Enemy Damage Reduction 3/-
3 rd	+2	+3	+3	+1	Rancor +2d6
4 th	+3	+4	+4	+1	Hated Enemy Damage Reduction 5/-, hated enemy spell resistance
5 th	+3	+4	+4	+1	Rancor +3d6
6 th	+4	+5	+5	+2	Hated Enemy Damage Reduction 7/-
7 th	+5	+5	+5	+2	Rancor +4d6
8 th	+6	+6	+6	+2	Hated Enemy Damage Reduction 9/-
9 th	+6	+6	+6	+3	Rancor +5d6
10 th	+7	+7	+7	+3	Death attack, hated enemy damage reduction 11/-

Hit Die: d10.

Requirements:

Base Attack Bonus: +7

Feats: Track, Weapon Focus (any).

Language: The language (if any) of the intended hated enemy.

Special: The character must have a favored enemy.

Class Skills:

Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features:

Weapon and Armor Proficiencies: Foe hunters gain no additional weapon or armor proficiencies.

Hated Enemy: At 1st level, the foe hunter chooses one creature type that she has already selected as a favored enemy to be the target of her hatred. This choice determines what kind of foe hunter she becomes—orc hunter, giant hunter, or the like. The choice of hated enemy is irreversible.

Rancor (Su): The foe hunter can deliver a powerful blow to her hated enemy. Once per round, on her action, she can designate one of her attacks against a hated enemy as a rancor attack before the attack roll is made. A successful rancor attack by a 1st-level foe hunter deals +1d6 points of extra damage. This amount increases by +1d6 for every two additional foe hunter levels the attacker acquires. Should the foe hunter score a critical hit with a rancor attack, this extra damage is not multiplied. The extra damage from a rancor attack applies even if that enemy is immune to critical hits.

With a sap or an unarmed strike, the foe hunter can deal non-lethal damage instead of normal damage with a rancor attack. She cannot, however, do non-lethal damage with a weapon that deals normal damage in a rancor attack, even when taking the usual -4 penalty.

Hated Enemy Damage Reduction (Ex): At 2nd level, the foe hunter can shrug off 3 points of damage from each successful attack by her hated enemy. This damage reduction increases by 2 points for every two additional foe hunter levels she has. Damage reduction can reduce damage to 0, but not below that. Hated enemy damage reduction does not stack with any other damage reduction the character has.

Hated Enemy Spell Resistance (Ex): Beginning at 4th level, the foe hunter can avoid the effects of spells and spell-like abilities that would directly affect her, as long as they originate from her hated enemy. Against such effects, the foe hunter has spell resistance equal to 15 + her foe hunter class level. This stacks with any other applicable spell resistance the character may have.

Death Attack (Ex): At 10th level, the foe hunter can make a death attack against a hated enemy that is denied its Dexterity bonus to AC (whether or not it actually has one). This ability functions like the assassin's death attack (see Assassin in Chapter 6 of the *Dungeon Master's Guide*), except that the foe hunter need only make a melee attack that successfully deals damage, not a sneak attack.

New Spells

Bear's Heart

Reference: Defenders of the Faith, page 81.

Transmutation

Level: Beastmaster 4, Clr 5, Drd 4

Components: V, S

Casting Time: 1 action

Range: 20 ft

Target: Living allies within 20 ft

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

You turn your living allies (one per caster level) into fierce warriors, but exhaust them in the process. Allies gain a +4 enhancement bonus to Strength, and also +1d4 temporary hit points per caster level. When the spell ends, any

remaining temporary hit points from its effect are lost, and each ally takes 1 point of subdual damage per level of the caster.

Recitation

Reference: Defenders of the Faith, page 89.

Conjuration (Creation)

Level: Clr 4

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Appendix Three: Festival of the Blood Moon

The following can be learned by any PC successfully making a Knowledge (religion) or Knowledge (history) check (DC 10):

The eleventh of Coldeven is the Festival of the Blood-Moon on the Oerth Calendar. Sacred to worshippers of Nerull and most lawful evil cults as well, this grim festival technically begins on the night of the tenth and ends on the evening of the twelfth. It commemorates the blood-red moon, which appeared all over the Flanaess on this day in 294 CY. (Some sages postulated common volcanism as the source, but proponents dwindled quickly after several sages disappeared under mysterious circumstances.) Elaborate ceremonies are held in fell and shadowy places, many of which are grisly and unpleasant in the extreme. This festival is now honored in Iuz' lands as well since the Wars, in mocking celebration of the surprise attacks which decimated the Hierarchs of Molag in 583 CY.

The undead met by the PCs in this module have undergone a ritual during the Blood Moon and which has given them the following in game benefits:

- ☛ The undead have +1 temporary hit point per hit die during the Festival of the Blood Moon. This is accounted for in the abbreviated stat blocks in the above module text.
- ☛ The undead +1 turn resistance during the Festival of the Blood Moon.
- ☛ The undead cannot be commanded. Any such consequence results in the shadows being rebuked instead.
- ☛ These effects can be affected by a *dispel magic* or similar spells that defeat a caster level of 17.

Appendix Four: The Defenses of Flameflower

The normal defenses of Flameflower are many fold, from its elven patrols to magical alarms that detect the approach of any non-elves. Perhaps the most famous are the globes left by the archmage Philidor. These have been discussed in previous modules, but they are not encountered in this one. Two of the enchantments of the city bare further discussion as they may affect the PCs, those that apply to teleportation and illusion.

1. Teleportation: The use of many transportive magics fail within the bounds of Flameflower. The caster of any spell that moves the caster or another being instantly from one place (such as *dimension door*, *gate*, *plane shift*, or *teleportation*) to another must make a DC 40 level check to succeed. There are several prepared places where this restriction does not hold, but only a few members of the Court, guard, and clergy, know these places. One example would be the teleportation circles located in the temple of Aerdrie Faenya. Those PCs that played *HIG3-06 Brother Against Brother* may attempt to teleport to the circle they have viewed once (the temple of Aerdrie Faenya). This is entirely possible.
2. Illusion Magic: Those illusionary magics that attempt to hide the identity of the barer appear to function normally, however, all elves within the borders of Flameflower see through them as if they were under the affect of a *true seeing*. So while illusions may create dancing lights or glowing dragons to amuse elven children, a halfling wearing a *hat of disguise* attempting to appear as an elven child will appear as a halfling to all elves.

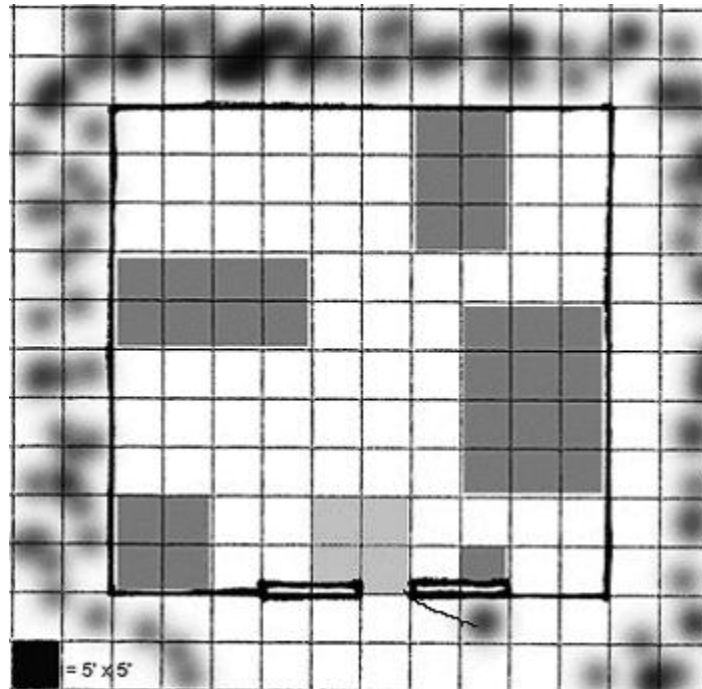
Appendix Five: The Volmiryth Spirit Trap

Those PCs that have been given Player Handout #1 are in possession of a magical device referred to as the Volmiryth Spirit Trap. This six inch square box appears to be made of lead, with the bottom and lid each forming half of the box. The inside appears empty. The box radiates strong abjuration magic if a *detect magic* (DC 24) is used.

To use the item, one need simply open the box, and speak the word "captivity." That causes the target to be sucked into the box (no save, SR applies, caster level 13). If a creature is caught, the lid immediately slams shut and the box starts to glow equal to a candle. The box cannot be opened after it is used.

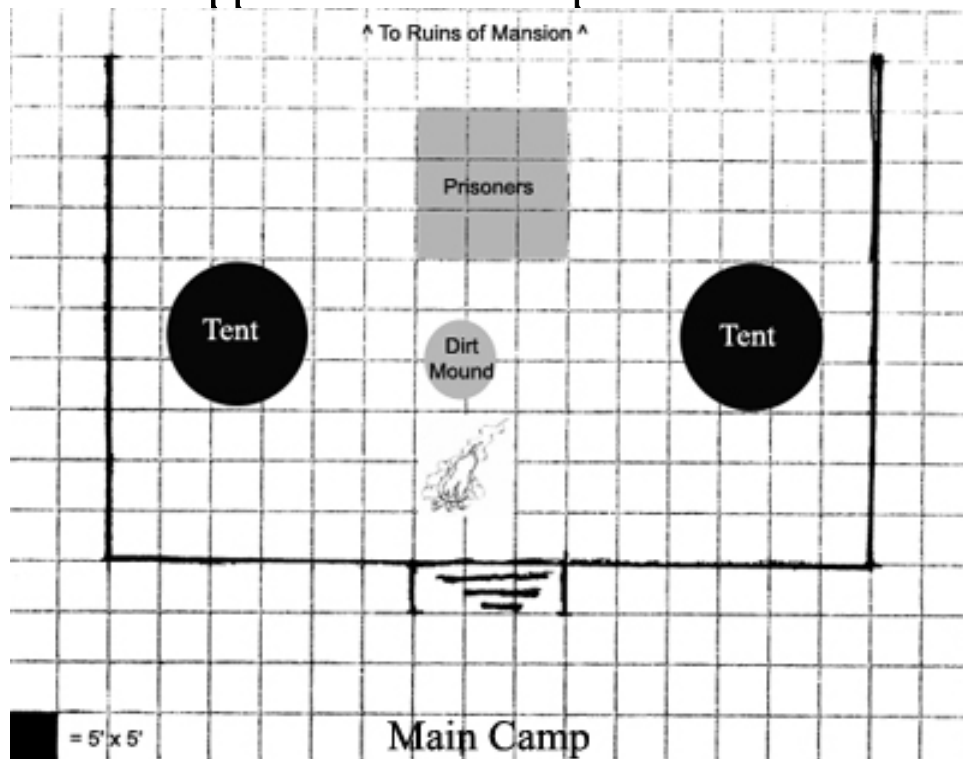
Only fey and incorporeal undead are vulnerable to the effects of the box

Appendix Six: Map of Lord's Guard Armory



Light Shading = *snare* trap to neighboring tree
Dark Shading = Boxes of various height

Appendix Seven: Map of the Kashafen's Mansion



Appendix Eight: The Augmented Tier Option

Regional modules are limited to APL 12, but with the rising in the average level of the PCs, there has been an increase in the number of PCs over 14th level playing APL to be part of the story. This module offers some suggestions for tables that qualify for APL 14 or higher and do not feel challenged but are unwilling to give up being part of the regional story. PCs that participate at APL 12 with these modifications do not receive any extra experience or gold, and must still take half experience if they are not within two levels of APL 12. Because of this, these modifications should only be used with the agreement of the DM and all of the players. If all agree, institute these modifications to APL 12:

1. Increase the DC by all variable by +2. (E.g. A DC that normally reads 5+APL should be changed to 7+APL)
2. Encounter Three: Bambuk and Shagul are using Purple Worm Poison on their weapons. (Fort save negates, DC 24, 1d6 Str/2d6 Str). Shagul's longsword is poisoned for only the first hit, but all of Bambuk's arrows are poisoned. They are both under the effects of a *greater invisibility*.
3. Encounter Seven: There are two advanced elder earth elementals instead of one.
4. Encounter Eight: Add the three normal shadows from APL 8.

Appendix Nine: Families of the Shandareth

The politics of the noble families of Clan Shandareth play an important part in this scenario. To better understand these families, or invent NPC courtiers, a brief synopsis of those families is provided here. The DM may choose to share this information with any players of Shandareth PCs who are not familiar with the politics of their PC's clan.

Family Names: Isalos, Menanine, Rellen, Stallodel, Tamarel

Isalos: Touched by the gods, those of Isalos are often chosen by Sehanine to become scholars or clerics seeking knowledge. Children of Isalos are as well versed in the lore of the night sky, as well as the songs of ancient courts. Those who are less concerned with ancient stories often put their childhood lessons to use by become well-known minstrels or bards.

Menanine: Strong and fiercely proud, House Menanine has been long seen by some elves as an example of what is wrong with elven politics. Often isolationist, and frequently haughty, those of Menanine rarely have any wish to associate with non-elves, and bare a certain prejudice against those not of high elven blood. Despite these flaws, the youth of Menanine are well schooled in the arts of both poetry and war. Many of the leaders of the military that the elves maintain come from the elves of this family.

Rellen: Members of House Rellen are known among the other clans as the listeners of Shandareth. While other houses might expound their inherent superiority, those elves of Rellen are known for being councilors willing to listen and consider many proposals. Young Oronodel clansmen claim this makes them spies, but the Rellens would say it simply makes them well informed. While many elves of this family have served well as sage advisers at court, their numbers have been shrinking of late and the sun is setting on the prominence of this family.

Stallodel: House Stallodel are known for their loyalty. Once an oath is given, they will never go back on it. As such, they have never risen to great prominence in the politics of Court. The children of this prolific House are often seen in support positions of soldiers and craftsmen. While other elves sit under shady trees and watch the clouds float by, the children of Stallodel are capably seeing that their brothers are fed and their sisters protected. As such, they are well trusted, but rarely rise to a position of power.

Tamarel: The shining beacon of elvendom, House Tamarel rules the elves of the Vesve with a steady hand. Great compromisers, orators, and leaders; House Tamarel has been seen as perfect paragons of what elves should be. Many see them as evenhanded and wise, but many are also excellent generals and skilled mages.

Appendix Ten: Elven Words

Encounter Seven uses several elven words, they are defined here to aid the DM in portraying the grugach culture.

Abbil: Comrade, friend, ally.

Har'dro: The element of earth.

Ilharn: Father, master.

Player Handout #1: Debt to Avereen Volmiryth

This morning, you met with a young woman, Giela Xerlos, you have met before in the employ of Avereen Volmiryth, the High Mage of Volmiryth. While she would not speak of her mistress, happenings of Court, or the current fate of Flameflower, she said, "My mistress wishes a another favor. You must make a choice. You will perform a service for the High Mage. For this duty you may choose to be rewarded magically as my generous mistress has in the past for you, or your debt to her may be repaid. You must choose which prior to learning the details of the mission. If you are unsuccessful in your task, you will not be rewarded nor will your debt be considered repaid."

Choose (circle one) Magic Reward or Repayment of Debt

-----Fold here-----

"The young Lord Octiven Hharp will soon publicly sponsor an expedition to Flameflower. You will enthusiastically volunteer, and if asked, it is solely of your own volition. Once you arrive you will use this magical box to capture one of the spirits that the grugach have called there. When you see one of the nature spirits, you must simple open the box, point in the direction of the being, and speak the word "captivity." After you have done so, and completed any other mission you have there, you will return the box and the spirit it contains to me. Do not discuss the box, its purpose, or the its destination with anyone else."

Player Handout #2: Member of the Highfolk Gardening Society or Highfolk Traveling Circus

Dear Friend of the Garden,

Threats to the garden still exist. The spring thaw has brought several phasmida that threaten to harm the roses. Should you find one of these unusual insects, attempt to capture it alive and bring it to us. It is important to our cause that the captive not be inspected too closely by just any flower. Deliver the specimen, alive or dead, to gardener Rythen in the shade of the Old Man.

The Groundskeeper

Player Handout #3: Noticed by Rowana Menanine

My dearest _____,

I have thought long on the pleasant words we have shared, and I miss your company more with each passing day. However, I worry that I may not see you again. The more I listen to the doings of Court, the more I fear that we have been infiltrated by one of the Old One's spies. I am only an obedient daughter, but actions that have been taken seem counter the common defense of our people, and will only serve to weaken us should the end come. I hear rumors my beloved, rumors that bare your name. I fear that these evil souls seek to do you harm. My unease grows nightly, as it seems increasingly likely that someone well placed and close to me, wishes you ill. Please my sweet, have care, and come to me when all these worries have fled and tell me of your travels.

Rowana Menanine

Player Handout #4: Debt to Magliana

"You might remember a favor you owe me. Well friend, its come time for me to collect. I have a small thing I need you to do for me; practically nothing really. I need you to get me a job, but not just any job. You know people at Court, and I would like to be set up in style. If I'm gonna go straight, I'm gonna need a nice place to stay. So here's the deal. I'll come with you to Court, and pretend to be in your service. When have you ever had a maid, especially one that looked so good? Then when those big shots offer you some adventure or quest, you'll need someone to take your maid into their service, since you couldn't take such a delicate but hard working flower into danger. It'll go great. Trust me, what could go wrong?" Magliana has been following you to Court since.

Player Handout #5: Member of the Ancestral Copse Temple

Our Lady of Dreams came to you in one of your quiet moments of meditation at the Blessed Glade of the Protector where many of your temple have taken refuge. "My child, I have seen you in a vision. Would you like to hear it? Of course, I will tell you. I see a stormy green sea, and the wide deck of a ship. There are many on the ship, but their voices are drown out by thunder. They are shouting but I cannot hear them. Then there is a tremendous clap of thunder, and all stare at you. You stand behind what looks like the altar from our temple in Flameflower. Then I see a man is swimming amongst the swells overboard. It is the Loslain, Talus Wintershale; lost since this last summer. You will have a choice soon, my child, and it will be an important one. You have must save him, before he drowns."

Player Handout #6: Member of Clan Seldorian

It came to you during a time of quiet contemplation, in a vision of fire, much like the *Visarun* of Diamondice. You saw it all, the invasion of the grugach, the fall of Flameflower, the valiant efforts by Kashafen Tamarel and his party; but now, his party falters. Your clan leader, the Loslain, Talus Wintershale has been captured. Somehow, you know it in your heart that you have been charged by the Seldarine to rescue him. You will not fail.

Player Handout #7: Member of Clan Moonbow

Fortius Kalen, the voice of your clan in Courtly matters, has contacted you. He has word that the new Lord of the Krysalyne plans to sponsor an expedition to Flameflower. As Enias Amastodel of Clan Moonbow stayed behind during the siege of Flameflower to protect the King, the clan has an interest in having agents among these scouts. Fortius has asked you to volunteer for any such mission, should you have the opportunity. He will give you supplies for the insurgency in Flameflower. You are to attempt to contact Enias and the rest of the King's party once you arrive in Flameflower. If that is not possible, the Moonbow have a secret drop site in the city that had previously been used to smuggle supplies out of the city to Moonbow warriors near the Plaguehold. The drop is secreted in a warehouse just off the Lillyway to the northeast. You are to leave the supplies there in hopes that Enias thinks to check the drop site. Should you be forced to use the hidden drop, it would be best not to tell others on the journey of its original purpose.

You have the following items: 3 MW longswords, 60 MW cold iron arrows, 100 days worth of iron rations, 50 feet of rope, 2 wands, and 6 potions.

Player Handout #8: Member of Clan Krysalyn

High Wizard Juri Hharp has contacted you in regards to the recent changes in control for your clan. Lord Octiven Hharp has ascended to the mantel of leadership with the demise of his uncle, Head Constable and Steward of the Krysalyn, Evnal Hharp. Octiven's youth has resulted in a loss of political influence in Court, but your Lord has a plan to change things. You will attend the session of Court this morning and aid the young Lord in any way possible for the honor of the clan.

Player Handout #9: Rumors

Treasure stories are nothing new on the frontier, but as an adventurer, it never hurts to listen when you hear one. An old elf well into his cups shared a story with you late last night. Apparently, he had been a servant in the Ancestral Cope temple of Flameflower, or so he said. On the night of the grugach invasion, he witnessed Our Lady of Dreams and the Loslain gathering all the temple's valuables; a fortune in gold and jewels. Realizing they wouldn't be able to carry it all in the flight, they hide it in the temple. He claimed there is secret space under the altar where they placed the treasure; and now it just sits there, waiting for someone to find it.

Player Handout #10: Rumors

The stories of Flameflower are commonplace now. Kashafen is a spy for the Old One. The Court sold Flameflower to the grugach to fund the war. Quaalsten sent ambassadors to distract the elves so the grugach could destroy Flameflower as a punishment for not marshaling against Iuz sooner. Of course, it is often able to tell which stories are false, but then there are the others; the legends and lore of the hidden city that only those that lived in Flameflower ever heard, until now. One such story recently came to your attention as you sat around the warm fire, fighting the winter chill. The Lilyway is the main thoroughfare that connects the commercial areas of the city to the temples. It widens into a large plaza near the center of the city with flower-lined cobblestone paths leading out from it. The great plaza is a wide area surrounding a fountain crowned by a marble statue of an elven maid handing a bouquet of lilies to a small elven girl. It is the story of this maid that you have heard.

There once was a Bælath'sinoth maid of the Niathihel family, but unlike many of her tribesman, she had a gentle heart that cared only for flowers. This maid was won by a Shandareth man of the south and went to live with him. Sadly, her love died not long after they came to Flameflower, where she did not fit in well, in the city that was large to her provincial eyes. So, she spent many long days in the gardens, growing beautiful flowers, of which her favorite were the lilies. Those lilies she gave to passing children for the rest of her days; alone, growing her flowers, and giving them away that others might find the happiness she saw in them. It is said that she died in Flameflower in the garden she so loved and that the statue in the Lilyway was placed there to honor her. Some say her spirit haunts the plaza still, and that the bloodshed there last summer has made her spirit troubled.

Player Handout #11: Rumors

Stories have come to you out of the Deepmarsh. Forces of the Old One seek to enslave the remaining lizardfolk that live there, to grow their armies. If true, it bodes ill news for the free folk of the Vesve as the lizardmen are fierce fighters. However, it has even more dire implications. The lizardfolk are known to be freedom loving and would not serve such masters easily, which might suggest that the foul leaders of the Old One's army have already won the hearts of the humanoid tribes to the north which are more likely to flock to Old Wicked's blood soaked banner.

Player Handout #12: Rumors

The people of Highfolk were a merry folk, given to hard work and casual parties when the work was done, but with the coming war, rumors and whispered stories have been ever-present. One might suppose that the rumormongers tell the stories to make themselves feel important, or possibly, to give hope to those that might listen. It is one such hopeful story that you have heard told over the last few days. The story involves the young Annugrial Stannodel, captain of the Lord's Guard before the fall of hidden Flameflower. If the tales are to be believed, the stalwart captain who chose to stay behind with his king is actually a silver dragon, who guards the elves of the Vesve. It is said that Kashafen Tamarel so impressed this majestic beast that he assumed the shape of one of the elves and worked his way into the confidence of the Lord of the High Elves. You see the hope upon the faces of the elves that you have heard tell this story, hope not only for their lost Liege, but for the elves as a whole. Surely if such a great power is their secret ally, all is not yet lost.

Player Handout #13: Rumors

The Vesve's Tankard has not been the same since the occupation of Flameflower. Many nights are given to grim tales. It is one such tale that you heard last night, told by a large drunken human woman dressed in furs calling herself CsiCee. In this tale she told you of the invasion of the grugach and the horrors of war in fallen Flameflower, but most curious was the end of her tale that you had not heard elsewhere.

"After Evnal Hharp, the steward of Krysalyn was slain trying to save the smallfolk, the elf King says he's gonna stay behind. *Burp* This got all the fancy elves all unhappy, but thens they all say they gonna stay, so my handsome Creewrack realizes that all these elves aren't strong enough to stay, so he says he'll stay and protect them, and they say to him, 'We don't need you half-orc, stay with the children where you will be safe.' Wells the King tells most of the elves that they can't come either cause he's all big and tough and don't need them. So he runs off with three other elves into the grugach, but my Creewrack, he knows better. He knows they are just fancy lords and ladies and can't fight without a big axe like his so he follows after them. That was the last time I saw him. *Sniff* Another round in honor of Creewrack the brave!"

Player Handout #14: Rumors

Rumors have come out of the East. Iuz conjures a great army from the Abyss. Old Wicked has created new creatures of fire and flame. The forges of Doraaka create great weapons, more than any army has ever wielded before. The Old One is growing a great army of evil. Soon the Old One will bring all of this to bare against Highfolk. If true, there may be no hope for the few free stout men and women of the Vesve.

Critical Events

For Conflagration, April 22-25, 2004

1. Who was blamed for the doppelganger attack?

Quival	Whisper	Iuz	No One
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2. Where the captives rescued?	Yes	No
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3. Did the PCs determine that Kashafen still lives?	Yes	No
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4. Did the PCs determine that of the most grugach were wiped out?	Yes	No
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5. List any PC, Player, & RPGA # received a special mission (handout 1-8), as well as whether they were successful.

Player Handout #1:	Yes	No
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Player Handout #2:	Yes	No
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Player Handout #3:	Yes	No
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Player Handout #4:	Yes	No
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Player Handout #5:	Yes	No
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Player Handout #6:	Yes	No
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Player Handout #7:	Yes	No
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Player Handout #8:	Yes	No
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